

Range Masters "Fun" Shoot

Results for February 17, 2009

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	String 3	PD
1	Olson, Landon	O	77.82	10	30.87	30.87	0	32.12	17.92	9.20	10	14.83	5.98	5.18	3.67	0
2	Webster, Scott	NO	81.08	1	35.91	35.41	1	30.31	19.93	10.38	0	14.86	3.42	5.26	6.18	0
3	Wakamatsu, Josh	NO	84.33	9	34.39	34.39	0	32.37	20.32	7.55	9	17.57	6.82	5.09	5.66	0
4	Majers, Steve	O	91.69	22	40.50	35.50	10	31.86	16.44	9.42	12	19.33	9.33	5.46	4.54	0
5	Mathis, David	NO	98.30	19	43.60	35.60	16	35.02	27.09	6.43	3	19.68	7.87	6.09	5.72	0
6	Griffiths, Todd	NO	98.99	20	37.81	32.81	10	31.20	19.35	6.85	10	29.98	12.11	9.91	7.96	0
7	Price, Mike	NO	102.82	30	50.72	40.72	20	35.36	23.23	7.13	10	16.74	5.37	6.41	4.96	0
8	Sorenson, Sam	NO	104.61	20	48.79	46.29	5	35.84	19.73	8.61	15	19.98	7.13	5.75	7.10	0
9	DeLeeuw, Dave	NO	107.50	3	40.14	39.64	1	31.41	24.25	6.16	2	35.95	20.31	11.00	4.64	0
10	Waldo, Ralph	NO	109.41	0	46.78	46.78	0	37.74	31.77	5.97	0	24.89	9.34	8.54	7.01	0
11	Moffat, Joel	NO	124.66	16	64.60	64.10	1	39.89	27.70	4.69	15	20.17	7.30	5.34	7.53	0
12	Redford, "Red" (Rev)	NO	125.85	14	56.51	56.01	1	44.21	24.44	13.27	13	25.13	9.89	9.59	5.65	0
13	Clark, David (Rev)	NO	130.56	5	65.08	65.08	0	38.40	27.78	8.12	5	27.08	9.66	6.49	10.93	0
14	DeWitt, Derel	NO	132.98	5	47.77	47.77	0	47.73	31.15	14.08	5	37.48	23.43	7.08	6.97	0
15	Vollmer, Phillip	NO	133.03	13	57.38	54.88	5	49.27	32.24	13.03	8	26.38	9.54	8.66	8.18	0
16	Limb, Brandon	NO	138.45	15	57.70	56.70	2	37.65	22.06	9.09	13	43.10	33.78	5.49	3.83	0
17	Boyle, Zane	NO	139.36	41	62.91	56.41	13	50.08	23.13	12.95	28	26.37	11.17	7.84	7.36	0
18	Phillips, RDan	NO	145.78	19	60.98	60.98	0	55.02	28.17	17.35	19	29.78	12.97	7.84	8.97	0
19	Young Ren	NO	151.10	61	76.70	57.70	38	37.46	18.63	7.33	23	36.94	20.30	11.80	4.84	0
20	Schroeder, Matt	NO	159.70	16	72.55	66.05	13	58.18	45.15	11.53	3	28.97	7.80	9.61	11.56	0
21	Bates, Chan	NO	162.59	42	64.54	56.04	17	69.42	25.39	31.53	25	28.63	7.89	12.29	8.45	0
22	Rees, Jerry (Rev)	NO	166.91	14	76.30	72.80	7	42.29	26.94	11.85	7	48.32	10.80	17.96	19.56	0
23	Berry, Jacob	NO	168.68	49	70.71	57.71	26	59.04	32.50	15.04	23	38.93	19.13	11.58	8.22	0
24	Boyce, Steven	NO	172.76	79	91.85	56.85	70	58.61	31.21	22.90	9	22.30	7.39	8.92	5.99	0
25	Glazebrook, Patrick	NO	173.33	14	57.59	56.59	2	70.66	36.56	28.10	12	45.08	25.59	12.16	7.33	0
26	Wood, Doug	NO	183.05	76	80.82	57.32	47	66.67	26.58	25.59	29	35.56	10.46	11.18	13.92	0
27	Huff, Blake	NO	185.64	18	86.93	78.93	16	35.38	28.72	5.66	2	63.33	41.83	10.57	10.93	0
28	Majers, Steve Jr.	O	188.31	46	75.07	66.57	17	57.95	27.49	15.96	29	55.29	18.63	28.32	8.34	0
29	Ursulich, Ryan	NO	189.82	44	57.27	51.27	12	66.98	28.24	22.74	32	65.57	27.30	22.87	15.40	0
30	Jones, Matt	NO	190.28	21	70.13	67.63	5	59.47	28.71	22.76	16	60.68	6.36	16.32	38.00	0
31	Scott, Alan (Rev)	NO	190.48	34	97.22	82.22	30	42.50	32.09	8.41	4	50.76	29.34	9.80	11.62	0
32	Brown, Brian	NO	198.98	64	79.31	60.81	37	59.37	32.97	12.90	27	60.30	23.53	11.34	25.43	0
33	Scott, Michael Sr.	NO	226.39	26	58.93	50.93	16	75.16	28.24	41.92	10	92.30	28.69	15.79	47.82	0
34	Steadman, Daniel	NO	228.57	55	102.09	89.09	26	64.94	33.18	17.26	29	61.54	27.41	19.97	14.16	0
35	Boyce, Charlie	NO	230.02	174	78.13	28.63	99	90.51	33.35	24.66	65	61.38	20.06	12.97	23.35	10
36	Van Ausdal, Brian	NO	257.10	40	99.70	89.20	21	119.35	33.17	76.68	19	38.05	15.89	15.63	6.53	0
37	Wakley, James	NO	268.39	134	127.29	94.29	66	79.15	33.03	17.12	58	61.95	13.38	11.66	31.91	10
38	Jensen, Jared	NO	281.43	55	131.79	121.29	21	97.17	63.90	16.27	34	52.47	9.31	26.63	16.53	0
39	Nichols, Jeff	NO	350.14	30	149.60	148.60	2	82.48	51.66	16.82	28	118.06	62.75	42.25	13.06	0
40	Handy, Dave	NO	408.11	101	155.13	117.63	75	153.17	44.79	95.38	26	99.81	30.21	35.38	34.22	0

Notes:

PD = Points Down = .5 seconds x Points Down

Div. = Division: O = Optic; NO = Non-Optic

(Rev) = Revolver

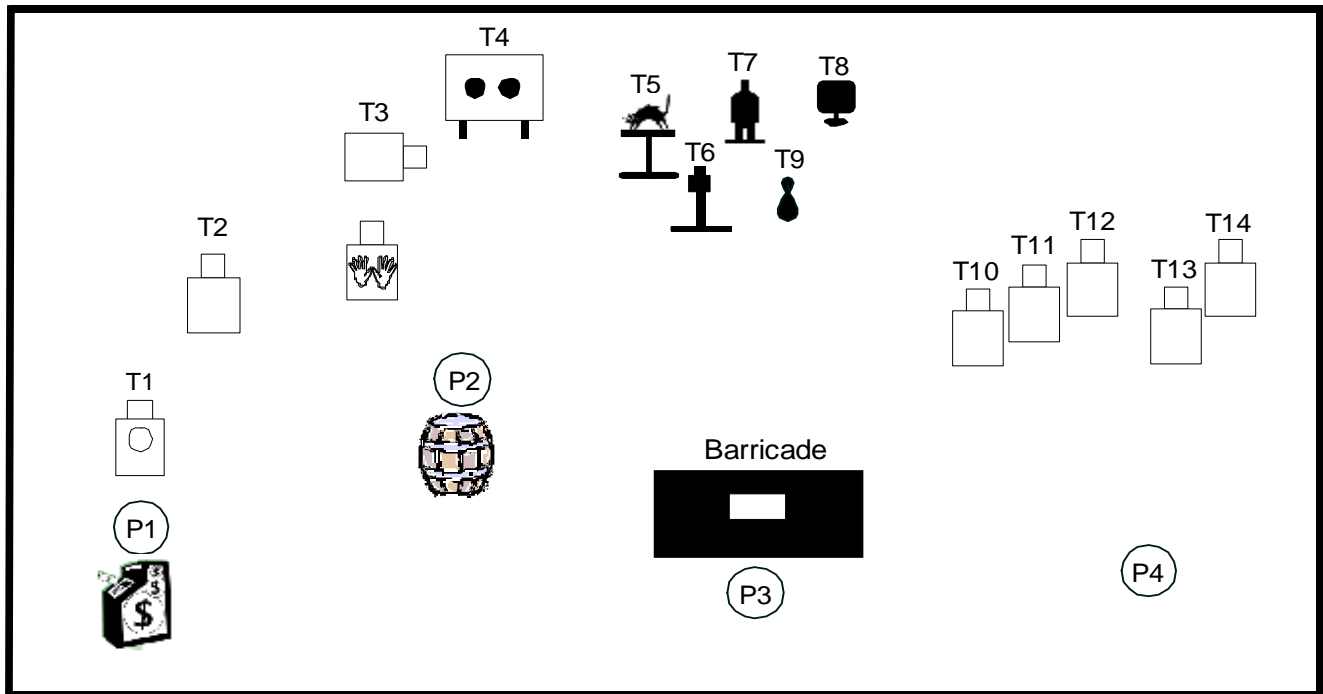
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “If It Needs Shooting, Shoot It.”



Round Count:
String 1 = **20 Minimum**
(**20** rounds for the stage)

Vickers Count
(Can make up shots.)

String 1 -

Shooter starts at **P1** with **no more than 8 rounds in the gun** facing away from the targets with their hands on the ATM.

- At the sound of the buzzer, turn, draw and engage **T1** with **2 rds From Retention**, then **T2** with **2 to the Torso** and **1 to the Head**.
- Move to **P2** (in front of the barrel) and engage **T3** with **2 to the Torso** and **1 to the Head**, then **break the 2 clay targets**.
- Move to **P3** and, **while shooting only through the window**, place at least **1 solid hit** to **T5 - T8** and **knock over T9** (bowling pin).
- Move to **P4** and engage **T10 - T14** with at least **1 shot to the Head Only**.
Note that the shooter **MUST REACH P4 BEFORE ENGAGING TARGETS!**

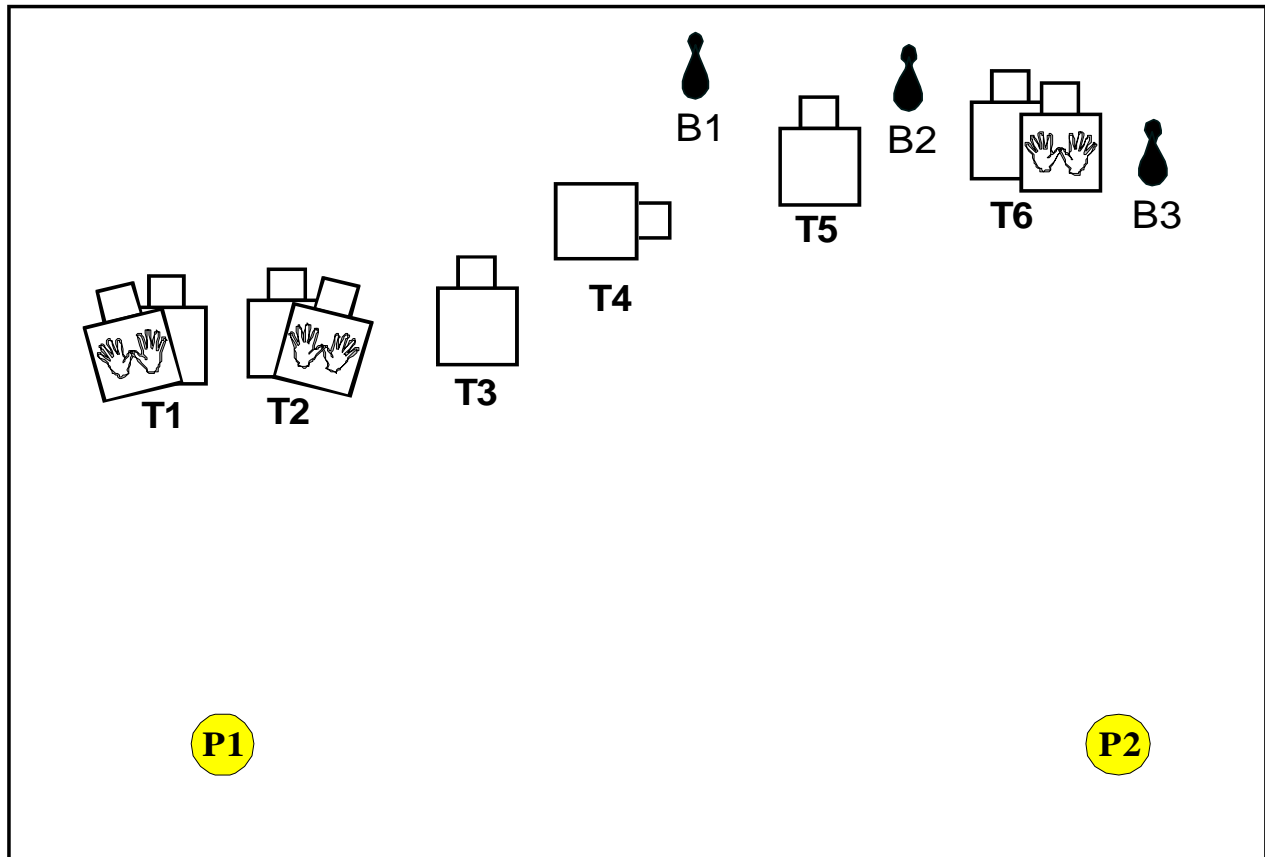
Notes -

1. Shooter may drop live rounds left in mags or moon clips.
2. If the shooter does not break the clay targets, place solid hits on T5 - T8 or knock over the bowling pin, they will receive a 5-second penalty each.
3. Shooter must be sure to keep thier muzzle pointed down range at all times when moving to the different positions.

COF Designed by Jerry Rees

Range Masters “Fun” Shoot

Stage 2 - “Do You See It?”



Round Count:

String 1 = **18** Minimum
String 2 = **3** Minimum
(**21** rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and engage **T1 - T6** with **3 rounds each** (Torso or Head) and perform a **at least 1 mandatory reload** before the String is completed.
- At the direction of the SO, holster your weapon **without topping off for String 2**.

String 2 -

Shooter starts at **P2** with **whatever rounds remaining from String 1**.

- At the sound of the buzzer, draw and knock over **B1 - B3** in any order.

Notes:

- Shooter will receive a **5-second penalty** for each **bowling pin not knocked over**.

Range Masters “Fun” Shoot

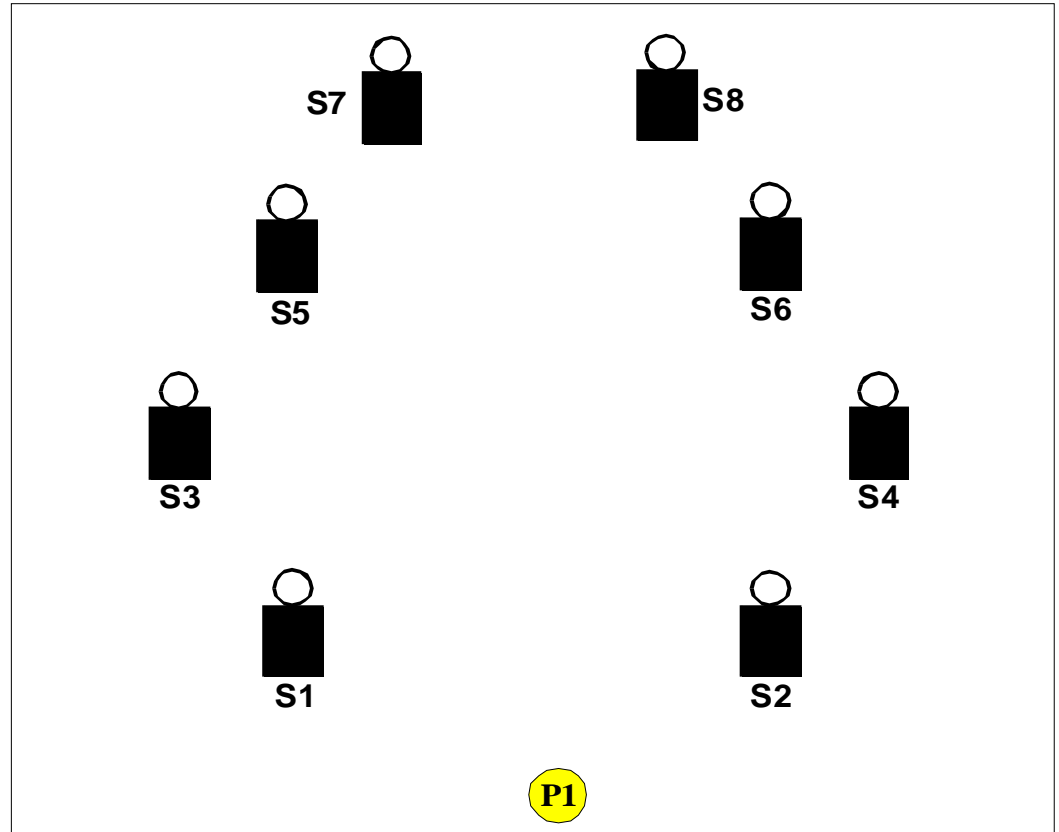
Stage 3 - “8-Plate Shuffle”

Round Count:

String 1 = **3 minimum**
String 2 = **3 minimum**
String 3 = **2 minimum**
(8 rounds for the stage)

Vickers Count

(Can make up shots)



String 1 -

Shooter starts fully loaded at **P1** with **gun in the Weak Hand** at the **Low Ready**.

- At the sound of the buzzer, engage targets with your **Weak Hand Only**:
If shooting with the **Left Hand**, knock down plates **S2, S4 and S6**;
If shooting with the **Right Hand**, knock down plates **S1, S3 and S5**.
- Reload as necessary.
- At the direction of the SO, top off for String 2.

String 2 -

Shooter starts fully loaded at **P1** with **gun holstered**.

- At the sound of the buzzer, draw and engage targets with your **Strong Hand Only**:
If shooting with the **Left Hand**, knock down plates **S2, S4 and S6**;
If shooting with the **Right Hand**, knock down plates **S1, S3 and S5**.
- Reload as necessary.
- At the direction of the SO, top off for String 3.

String 3 -

Shooter starts fully loaded at **P1** with gun holstered.

- At the sound of the buzzer, draw and knock down plates **S7 and S8 Freestyle**.
- Reload as necessary.

Notes:

1. A solid hit on any of the plates will count as a knock down.
2. Any plate not knocked down will count as a 5-second penalty.