

# Rangemasters Handgun "Fun" Shoot Results - June 16, 2015

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	DeLeeuw, Dave	O	55.30	0	18.40	18.40		21.12	21.12		15.78	9.86	5.92	
2	Etherington, Ryan	NO	67.57	11	21.76	16.76	10	23.10	22.60	1	22.71	15.19	7.52	
3	Armstrong, Jeremiah (2)	NO	68.62	11	21.39	19.39	4	21.88	18.38	7	25.35	17.45	7.90	
4	Rodriquez, Mike	NO	68.79	1	20.43	20.43		26.54	26.04	1	21.82	13.17	8.65	
5	Gull, Joe	NO	70.19	10	27.71	22.71	10	23.46	23.46		19.02	12.70	6.32	
6	Phillips, R Dan	NO	70.86	8	26.32	24.32	4	23.67	21.67	4	20.87	13.09	7.78	
7	Reese, Howard	O	72.87	12	25.54	25.04	1	27.68	22.18	11	19.65	11.86	7.79	
8	Armstrong, Jeremiah (1)	NO	73.22	8	25.11	24.11	2	21.38	18.38	6	26.73	16.58	10.15	
9	Scott, Alan	NO	79.00	4	23.52	21.52	4	23.56	23.56		31.92	20.57	11.35	
10	Waldo, Ralph	NO	97.03	2	24.51	24.01	1	33.29	32.79	1	39.23	25.89	13.34	
11	Davis, Keith	NO	98.05	6	28.16	28.16		34.79	31.79	6	35.10	17.85	17.25	
12	Sandgren, Shelby (.22)	NO	98.49	16	29.30	28.80	1	43.33	35.83	15	25.86	14.71	11.15	
13	Redford, Red (Rev)	NO	107.73	2	26.90	26.90		39.20	38.20	2	41.63	27.52	14.11	
14	Septon, Allen (1)	NO	108.29	1	36.15	36.15		41.00	40.50	1	31.14	24.52	6.62	
15	Scott, Mike	NO	128.86	2	30.68	30.18	1	41.48	40.98	1	56.70	32.30	24.40	
16	Septon, Allen (2)	NO	130.22	23	38.32	35.82	5	39.95	30.95	18	51.95	35.09	16.86	
17	Sandgren, Max	NO	148.56	36	38.22	35.22	6	44.20	34.20	20	66.14	43.88	17.26	10
18	Jolly, Jenn	NO	260.42	71	33.51	29.51	8	66.49	44.99	43	160.42	88.09	62.33	20

## Notes:

**PD** = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

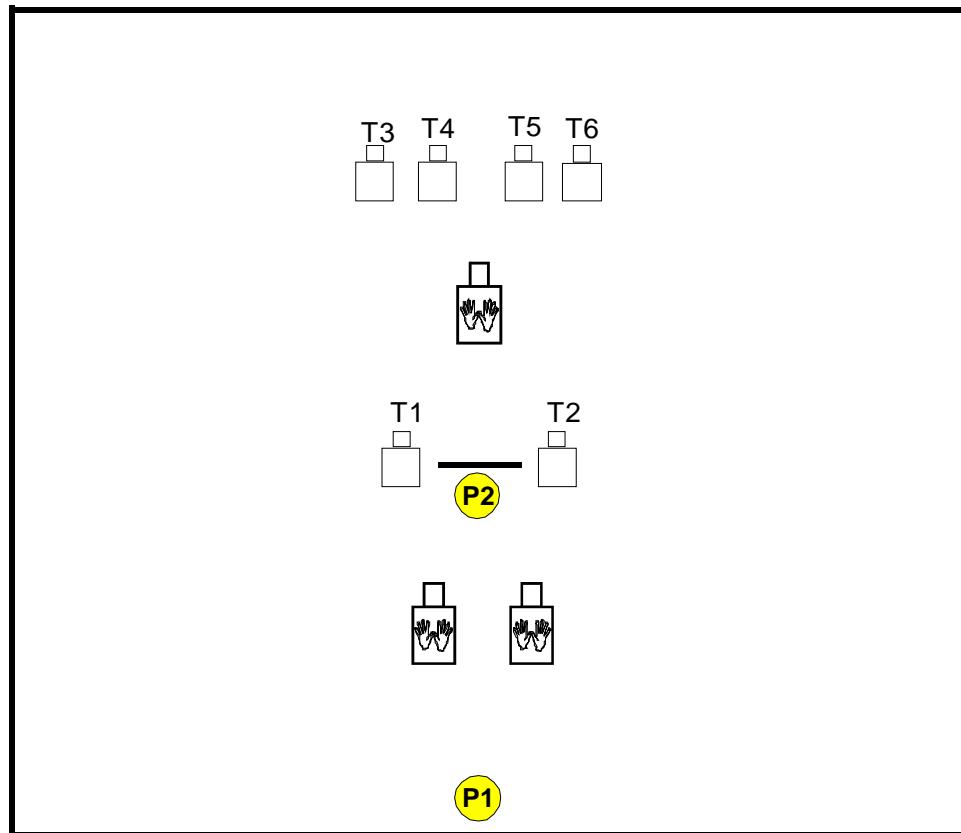
**XX** Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

**DNF** = Did Not Finish

**NS** = No Score

# Rangemasters “Fun” Shoot

## Stage 1 - “LeBaron COF”



**Round Count:**  
18 rounds

**Unlimited**  
(Can make up shots.)

### String 1 -

Shooter starts at **P1** with **11 Rounds** Maximum in the gun and holstered.

- At the sound of the buzzer, the shooter draws, and while moving to **P2**, engages targets **T1** and **T2** with **2** rounds to the **Torso** and **1** round to the **Head**.
- At **P2**, use **COVER, SLICE the PIE** to engage **T3** through **T6** with **2** rounds to the **Torso** and **1** to the **Head**.

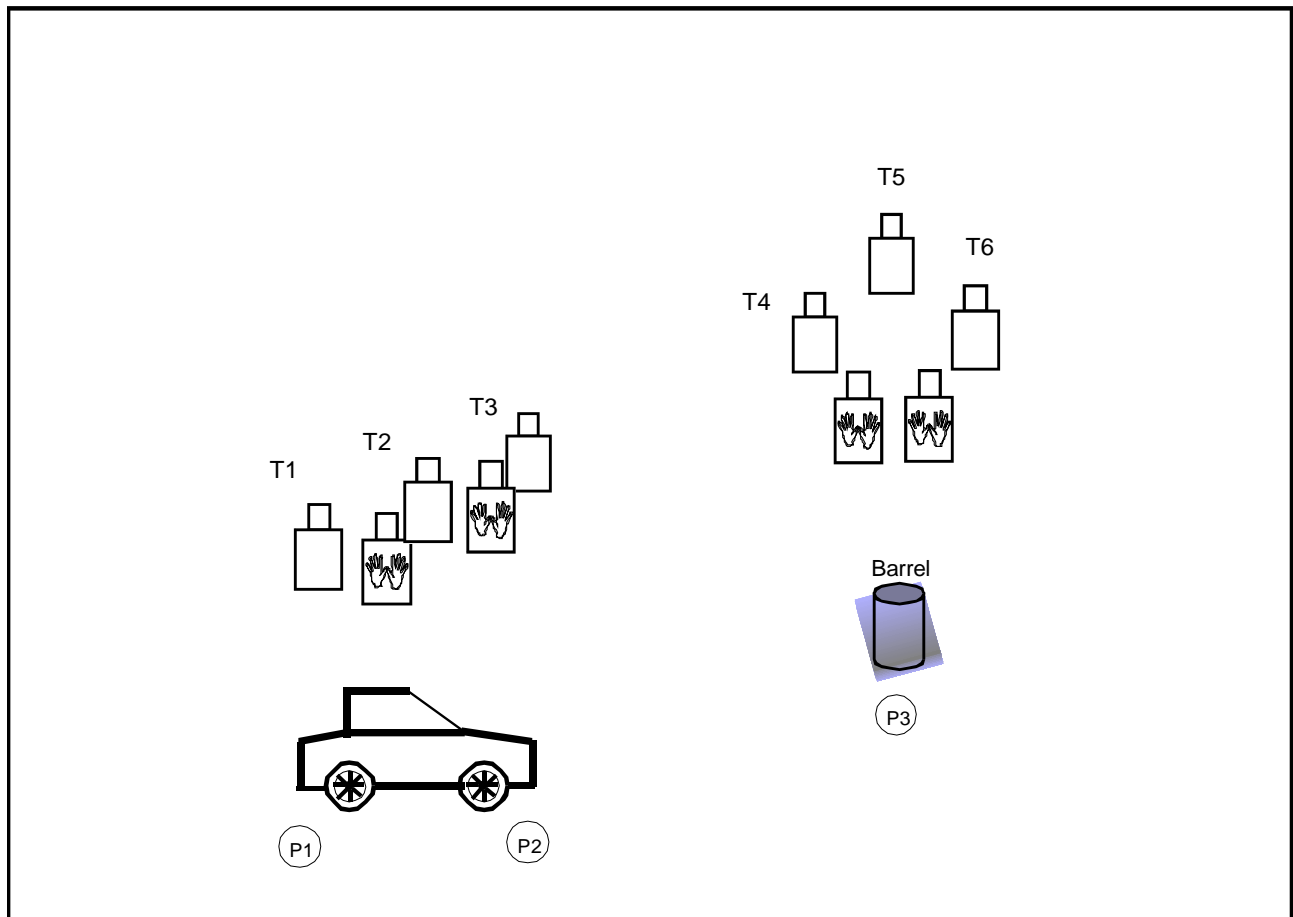
### Notes:

1. Use Cover, Slice the Pie.
2. Reload behind cover.
3. Please do not shoot the walls.

COF Chad LeBaron and R. Waldo

# Rangemasters “Fun” Shoot

## Stage 2 - “Auto - Motion”



**Round Count:**  
String 1 = 15 Rds. Min.

**Vickers Count**  
( Can make up shots. )

### String 1:

Shooter starts at **P1** with a **max. of 6 rounds in the gun.**

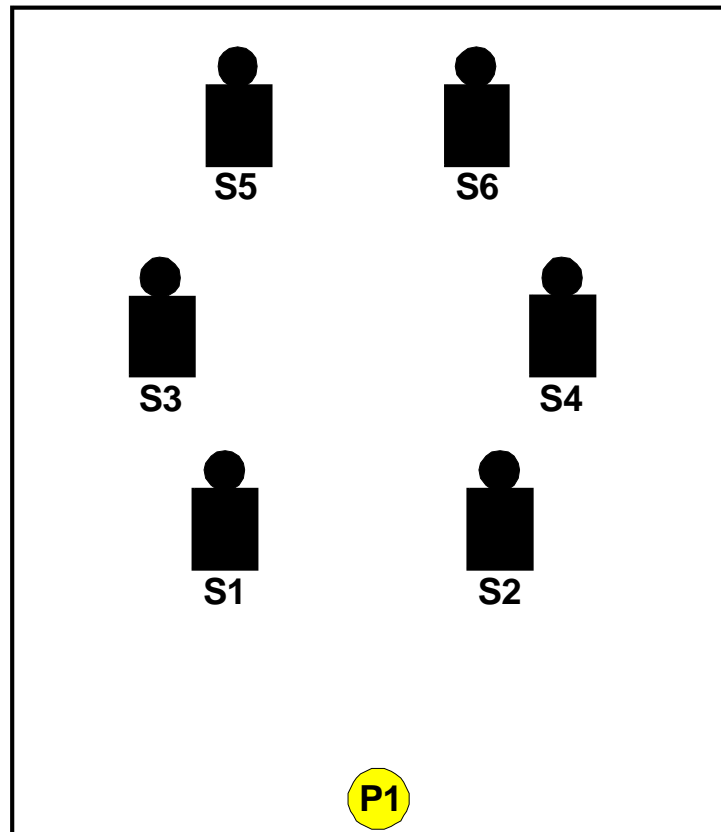
- At the sound of the buzzer draw and (using the car as cover) engage **T1 thru T3** with **2 rounds to each body.**
- **Move to P2** and (again using the car as cover) reengage **T1 thru T3** with **1 round to each head.**
- **Move to P3** and (using **either side of the barrel**), engage **T4 thru T6** with **2 rounds each.**

### Notes:

1. Shooter must properly use cover at **P1, P2** and **P3.**
2. Shooter **cannot shoot over the top of the car or barrel.**
3. Reload as necessary with full mags.

# Rangemasters “Fun” Shoot

## Stage 3 “All Hands - Take Two”



### Round Count:

String 1 = **6 minimum**

String 2 = **6 minimum**

(**12 rounds for the stage**)

### Unlimited Count

(Can make up shots)

### String 1 -

Shooter starts **fully loaded** at **P1** with gun in their **Weak Hand** at the **low-ready**.

- At the buzzer, engage **S1 and S2** with **1 hit each** using **Weak Hand Only**.
- Then engage **S3 and S4** with **1 hit each** using **Strong Hand Only**.
- Then engage **S5 and S6** with **1 hit each** free-style (**both hands**).

### String 2 -

- Shooter starts fully loaded at **P1** with gun holstered.
- At the buzzer, draw and knock down **all plates in any order** free-style (**both hands**).

### Notes:

1. Shooter must be **very careful when exchanging gun hands** on String1!!!
2. A missed plate will count as a **5 second “Misses-On-Steel” penalty**.