

# Range Masters "Fun" Shoot

Results for February 19, 2008

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Gustaveson, Michael	O	78.17	18	39.13	31.63	15	19.98	18.48	3	19.06	9.03	10.03	0
2	Moffat, Joel	NO	84.53	26	34.63	30.63	8	26.87	17.87	18	23.03	14.55	8.48	0
3	Majors, Steve	O	85.92	19	36.28	31.78	9	18.81	13.81	10	30.83	13.75	17.08	0
4	DeLeeuw, Dave	NO	90.54	42	36.36	33.36	6	30.45	12.45	36	23.73	8.98	14.75	0
5	Spensko, Chance	NO	95.34	51	30.58	23.58	14	31.30	12.80	37	33.46	14.60	18.86	0
6	Spensko, Shane	NO	98.85	41	53.24	36.24	34	22.21	18.71	7	23.40	11.54	11.86	0
7	Redford, "Red"	NO	108.59	36	42.03	40.03	4	27.92	14.92	26	38.64	24.53	11.11	6
8	Clark, David	NO	110.02	29	39.83	32.33	15	32.63	25.63	14	37.56	18.90	18.66	0
9	Draper, Randall	NO	112.60	32	43.86	41.86	4	31.93	17.93	28	36.81	11.66	25.15	0
10	Ursulich, Ryan	NO	114.51	61	30.63	16.13	29	38.01	22.01	32	45.87	18.21	27.66	0
11	Smith, Bruce	NO	120.37	18	43.03	41.53	3	28.61	21.11	15	48.73	31.48	17.25	0
12	Chappell, Randy	NO	120.50	14	49.04	45.04	8	28.56	25.56	6	42.90	17.07	25.83	0
13	Phillips, RDan	NO	124.33	29	50.03	44.53	11	30.33	21.33	18	43.97	23.91	20.06	0
14	Limb, Brandon	NO	126.46	24	75.60	67.10	17	26.27	22.77	7	24.59	13.25	11.34	0
15	Rees, Jerry	NO	130.83	66	60.60	41.10	39	33.45	19.95	27	36.78	21.42	15.36	0
16	Waldo, Ralph	NO	131.56	47	58.60	51.60	14	37.73	21.23	33	35.23	15.60	19.63	0
17	Holladay, Jason	NO	132.35	36	51.62	45.12	13	41.05	34.55	13	39.68	13.14	21.54	10
18	Stulce, Craig	NO	138.27	22	60.09	54.09	12	28.29	23.29	10	49.89	24.17	25.72	0
19	Price, Mike	NO	143.59	15	54.03	50.53	7	41.62	37.62	8	47.94	14.08	33.86	0
20	Rees, McCord (Rev)	NO	144.04	29	53.29	45.79	15	43.62	36.62	14	47.13	20.78	26.35	0
21	Seamons, Brandon	NO	145.26	30	55.24	46.24	18	41.84	35.84	12	48.18	16.65	31.53	0
22	Jones, Clark	NO	150.48	33	54.70	49.20	11	39.35	28.35	22	56.43	40.63	15.80	0
23	Boren, Clinton	O	152.33	37	62.04	52.04	20	35.24	26.74	17	55.05	40.92	14.13	0
24	Scott, Michael Sr.	NO	155.54	63	60.07	43.07	34	37.28	22.78	29	58.19	11.68	46.51	0
25	Gustaveson, Ian	NO	158.32	64	77.40	59.40	36	38.22	24.22	28	42.70	22.61	20.09	0
26	VanHorn, Guy	NO	176.48	41	50.84	38.34	25	53.45	45.45	16	72.19	30.33	41.86	0
27	Gonzalez, Tim	NO	177.42	97	48.76	35.26	27	49.48	24.48	50	79.18	45.76	23.42	20
28	Stockwell, Pete	NO	179.67	54	72.32	61.32	22	40.06	24.06	32	67.29	58.09	9.20	0
29	Scott, Alan	NO	188.01	36	78.72	66.72	24	36.86	30.86	12	72.43	39.91	32.52	0
30	Chappell, Cameron	NO	189.64	31	90.29	81.79	17	44.68	37.68	14	54.67	42.39	12.28	0
31	Majors, Steve Jr. (.22)	NO	200.55	36	73.23	61.23	24	37.02	31.02	12	90.30	50.24	40.06	0
32	Boren, Stan	NO	DNF	DNF	84.56	64.56	40	60.31	40.31	40	DNF	55.18	DNF	

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

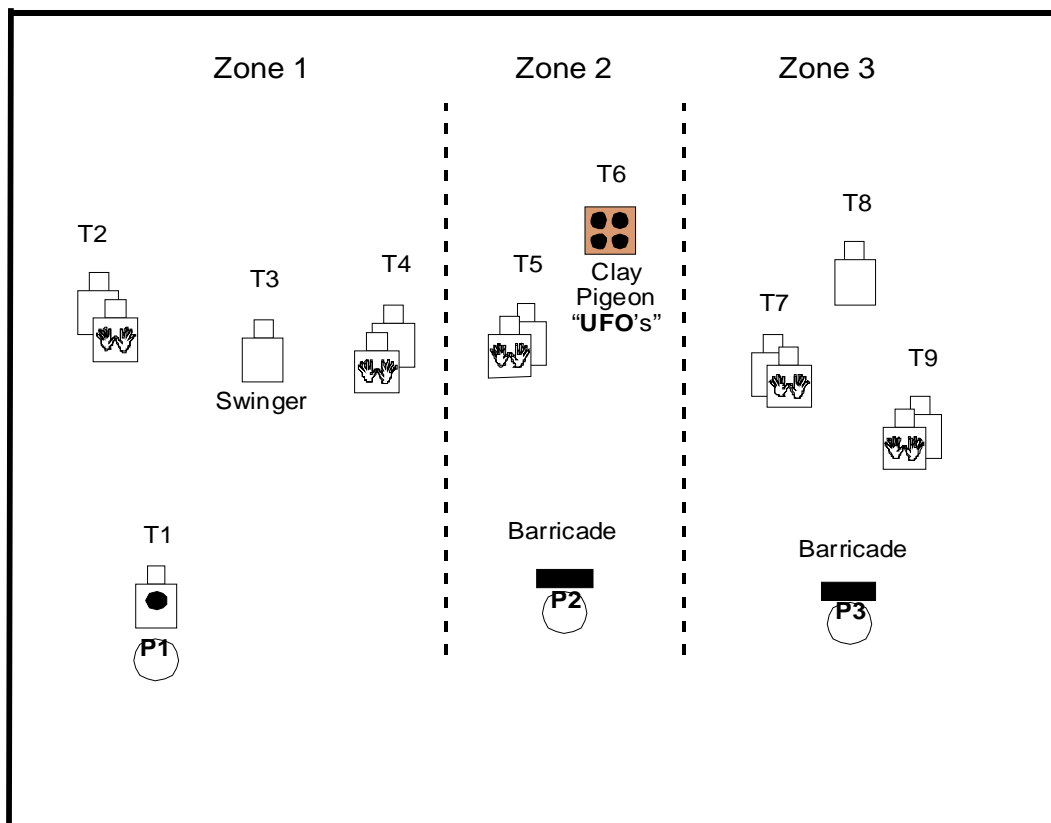
XX Indicates that the Points Down value includes some kind of penalty  
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Alien Encounter”



### Round Count:

String 1 = **18 minimum**  
(18 rounds for the stage)

### Vickers Count

(Can make up shots)

### String 1: All targets get 2 rounds (Torso or Head)

Shooter starts at **P1** facing **T1** with **no more than 6 rounds** in their gun.

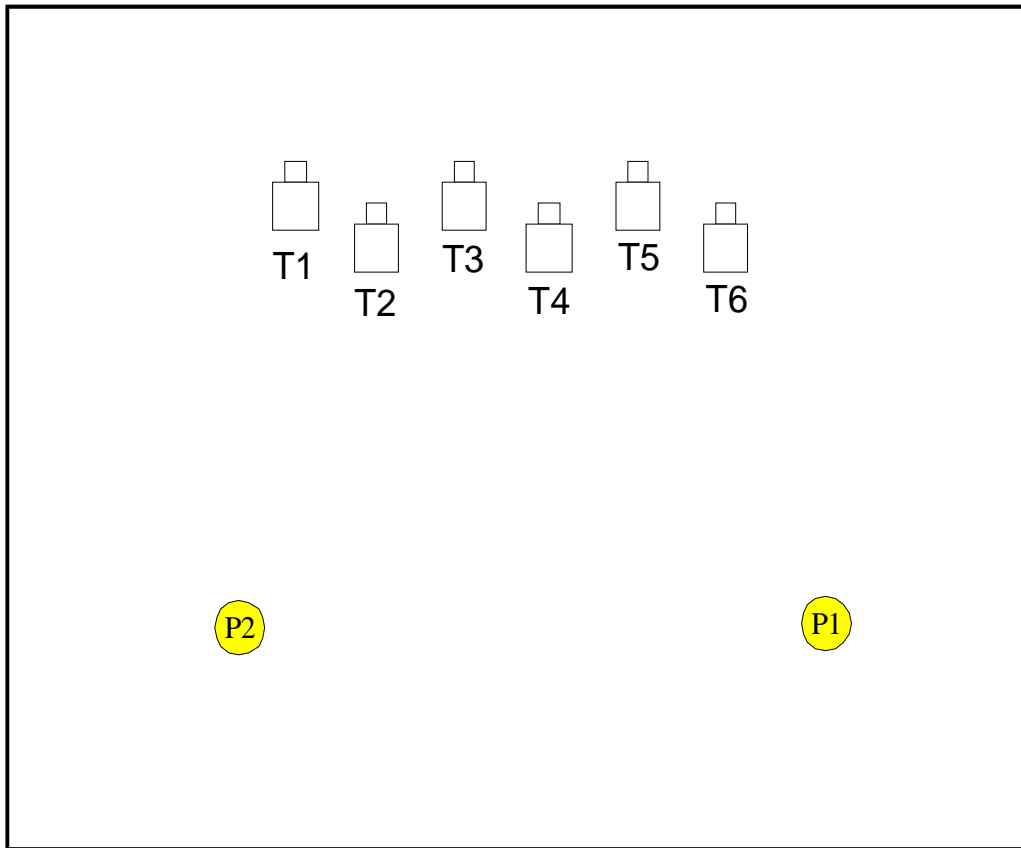
- At the sound of buzzer, draw and engage **T1 FROM RETENSION** then **T2 thru T4 while moving to P2**.
- From **P2**, with proper use of cover from either or both sides of the **barricade**, engage targets **T5** and **T6** (any 2 “UFO’s”).
- Move to **P3** and, with proper use of cover from either or both sides of the **barricade**, engage **T7 thru T9**.
- Reload as necessary **from cover**.

### Notes:

1. The Swinger (**T2**) will be tripped after the buzzer at the first shot from the shooter.
2. All targets must be engaged in **Tactical Priority** meaning most lethal threat 1st, etc.
3. Cover must be properly used **including during reloads**.
4. Shooter cannot engage targets in another zone until they have moved to the cover associated with that zone. (Zone 2 = **P2**, Zone 3 = **P3**)

# Range Masters “Fun” Shoot

## Stage 2 - “Remember the Sequence”



**Round Count:**  
String 1 = 18 minimum  
(18 minimum for the Stage)

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

### String 1 -

Shooter starts at either **P1** or **P2**. All Threat Targets get 3 rounds.

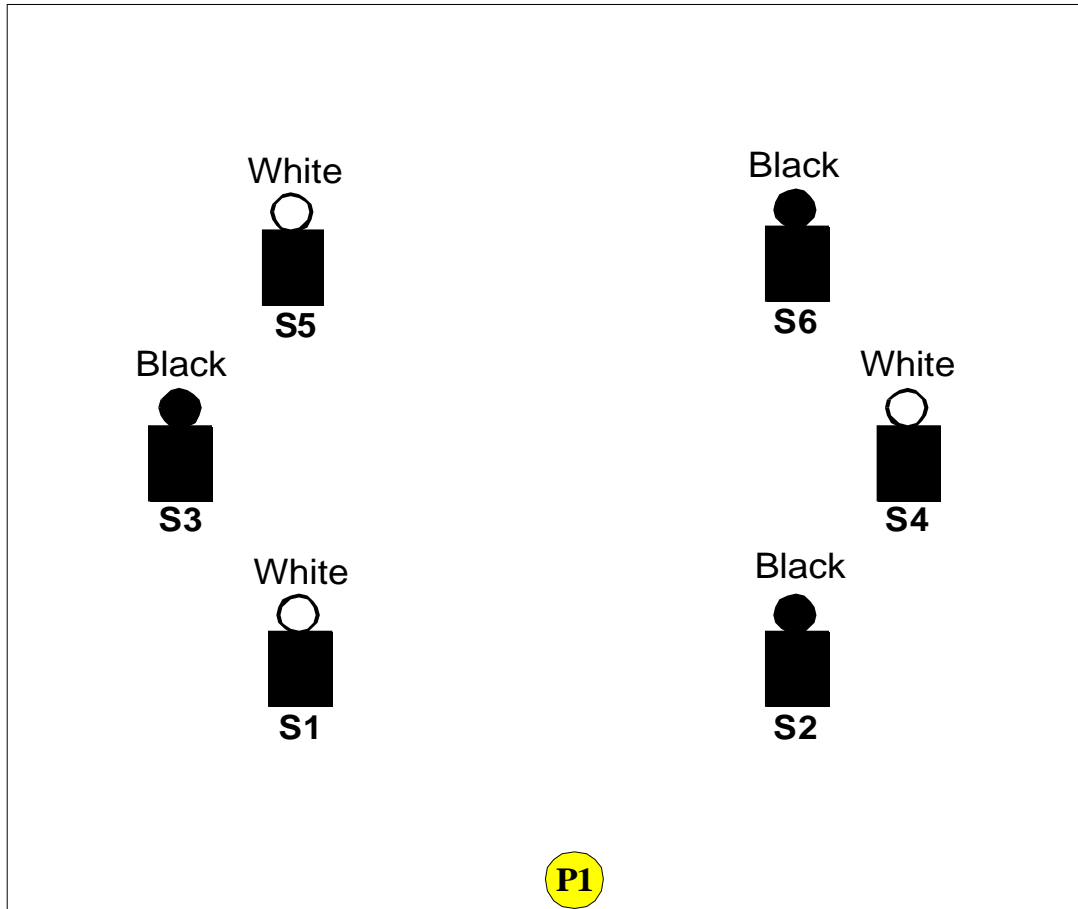
- At the sound of the buzzer, shooter must draw and **engage all targets in TACTICAL SEQUENCE** while moving to the opposite position and returning.
- Reload as necessary.

### Notes -

1. **TACTICAL SEQUENCE** means that all targets get 1 shot before any get additional shots. Therefore, the sequence would be 1,1,1,1,1,3,2,2,2,2,2.
2. Shooter will have to traverse the shooting line a minimum of once in each direction.
3. Shooter **MUST NOT SHOOT AT THE WALLS WHILE ENGAGING TARGETS!!!**

# Range Masters “Fun” Shoot

## Stage 3 - “Black and White”



### Round Count:

String 1 = **6 minimum**  
String 2 = **6 minimum**  
(12 rounds for the Stage.)

### Vickers Count

(Can make up shots)

### String 1 -

Shooter starts at **P1** fully loaded and facing the targets.

- At the sound of the buzzer, draw and engage **S1, S4** and **S5** (White Plates) **STRONG HAND ONLY**.
- Then engage **S2, S3** and **S6** (Black Plates) **FREESTYLE**.
- Reload as necessary

### String 2 -

Shooter starts fully loaded with gun in **WEAK HAND** at the Low Ready.

- At the sound of the buzzer, engage **S1, S4** and **S5** (White Plates) with the **WEAK HAND ONLY**.
- Then engage **S2, S3** and **S6** (Black Plates) **FREESTYLE**.
- Reload as necessary

### Notes:

1. A solid hit on any of the plates will count as a hit.
2. Any missed plate will count as a 5-second Mises-On-Steel penalty.