

# Rangemasters "Fun" Shoot Scores - February 5, 2014

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Jacobson, Justin (#2)	NO	69.18	5	28.05	27.55	1	22.91	10.68	10.23	4	18.22	5.25	3.89	3.64	5.44	0
2	DeLeew, Dave	O	72.73	1	30.20	29.70	1	22.75	11.74	11.01	0	19.78	4.21	4.71	6.03	4.83	0
3	Soper, Mitch (#1)	NO	74.46	21	24.06	20.56	7	28.16	10.81	10.35	14	22.24	5.01	7.83	4.90	4.50	0
4	Soper, Mitch (#2)	NO	76.58	22	25.72	20.72	10	29.26	14.38	8.88	12	21.60	6.74	5.05	3.24	6.57	0
5	Hubbard, Corey	NO	81.44	10	29.92	29.92	0	28.57	12.18	11.39	10	22.95	8.27	5.83	4.12	4.73	0
6	Ursulich, Ryan	NO	83.28	24	28.55	24.55	8	31.05	13.04	10.01	16	23.68	11.28	4.23	4.13	4.04	0
7	Scott, Alan	NO	85.10	30	37.68	27.18	21	24.27	9.64	10.13	9	23.15	7.72	6.15	4.26	5.02	0
8	Rees, Jerry	NO	88.60	12	30.59	29.09	3	33.88	14.76	14.62	9	24.13	10.56	6.31	1.27	5.99	0
9	Jacobson, Justin (#1)	NO	89.04	14	34.78	32.28	5	29.14	12.05	12.59	9	25.12	4.29	6.11	4.95	9.77	0
10	Hatfield, Todd (#1)	NO	93.57	18	34.74	30.74	8	33.06	12.52	15.54	10	25.77	6.34	9.64	4.97	4.82	0
11	Rodriquez, Mike	NO	95.46	31	33.28	26.78	13	34.04	9.96	15.08	18	28.14	11.24	5.69	6.21	5.00	0
12	Harris, James (#2)	NO	98.74	35	38.46	28.96	19	31.36	11.93	11.43	16	28.92	7.35	6.04	6.40	9.13	0
13	Winder, Jason	NO	99.17	55	45.72	34.22	23	32.00	8.31	7.69	32	21.45	6.41	4.14	5.47	5.43	0
14	Hatfield, Auston (#1 .22)	NO	102.16	31	30.83	29.33	3	32.49	8.58	9.91	28	38.84	14.44	7.19	9.09	8.12	0
15	Scott, Mike	NO	104.27	8	40.47	39.47	2	35.58	19.05	13.53	6	28.22	9.94	5.19	6.20	6.89	0
16	Sheen, Christopher	NO	108.22	16	39.97	39.47	1	36.00	13.46	15.04	15	32.25	9.97	6.67	6.06	9.55	0
17	Harris, James (#1)	NO	108.47	26	46.32	38.32	16	33.78	15.84	12.94	10	28.37	9.32	6.69	4.50	7.86	0
18	Phillips, Rdan	NO	110.48	21	52.59	45.09	15	26.48	10.55	12.93	6	31.41	10.09	6.21	8.52	6.59	0
19	Hatfield, Todd (#2)	NO	113.00	26	40.64	33.64	14	34.48	12.70	15.78	12	37.88	10.54	5.65	13.08	8.61	0
20	Hatfield, Auston (#2 .22)	NO	115.41	40	32.83	27.33	11	34.97	10.17	10.30	29	47.61	15.79	8.64	12.12	11.06	0
21	Waldo, Ralph	NO	123.07	30	43.88	40.88	6	49.23	21.55	15.68	24	29.96	12.38	4.97	7.67	4.94	0
22	Redford, Red (Rev .22)	NO	123.23	4	48.33	48.33	0	41.88	26.02	13.86	4	33.02	9.33	8.01	6.86	8.82	0
23	Winder, Mike	NO	123.53	69	49.14	27.64	43	36.71	11.24	12.47	26	37.68	14.22	9.69	6.43	7.34	0
24	Davis, Keith (Rev)	O	126.96	14	68.62	66.12	5	31.62	11.57	15.55	9	26.72	6.85	6.65	6.36	6.86	0
25	Jolly, Jenn	NO	134.52	50	43.98	30.48	27	45.20	14.32	19.38	23	45.34	10.25	13.73	9.97	11.39	0
26	Sandgren, Max (.22)	NO	150.43	30	46.98	37.98	18	39.91	16.64	17.27	12	63.54	21.49	7.47	15.86	18.72	0
27	McCandless, Larry (#2)	NO	150.64	32	67.19	65.69	3	52.00	19.57	17.93	29	31.45	8.12	6.74	6.06	10.53	0
28	McCandless, Larry (#1)	NO	164.07	21	43.56	42.56	2	47.42	22.07	15.85	19	73.09	36.14	13.53	6.33	17.09	0
29	Scott, Gus (.22)	NO	165.27	29	47.80	43.80	8	51.65	22.48	18.67	21	65.82	7.45	17.97	9.52	30.88	0
30	Finister, Cody (#2)	NO	171.52	51	48.40	46.40	4	52.41	12.91	21.00	37	70.71	11.59	26.00	8.01	20.11	10
31	Finister, Cody (#1)	NO	171.95	69	57.10	49.10	16	38.35	16.50	15.35	13	76.50	20.78	8.13	16.16	11.43	40
32	Karrmann, Chris	NO	179.20	64	53.76	32.26	43	59.70	13.30	35.90	21	65.74	30.75	16.79	6.95	11.25	0
33	Sandgren, Shelby (.22)	NO	195.50	15	72.70	70.20	5	61.38	26.97	29.41	10	61.42	19.17	13.19	16.75	12.31	0
34	Scott, Zada (.22)	NO	360.82	105	107.47	82.47	50	93.40	33.30	32.60	55	159.95	30.97	39.47	43.55	45.96	0
35	Burns, Julia	NO	DNF	DNF	122.11	114.61	15	77.21	32.54	24.17	41	DNF	9.52	DNF	DNF	DNF	

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

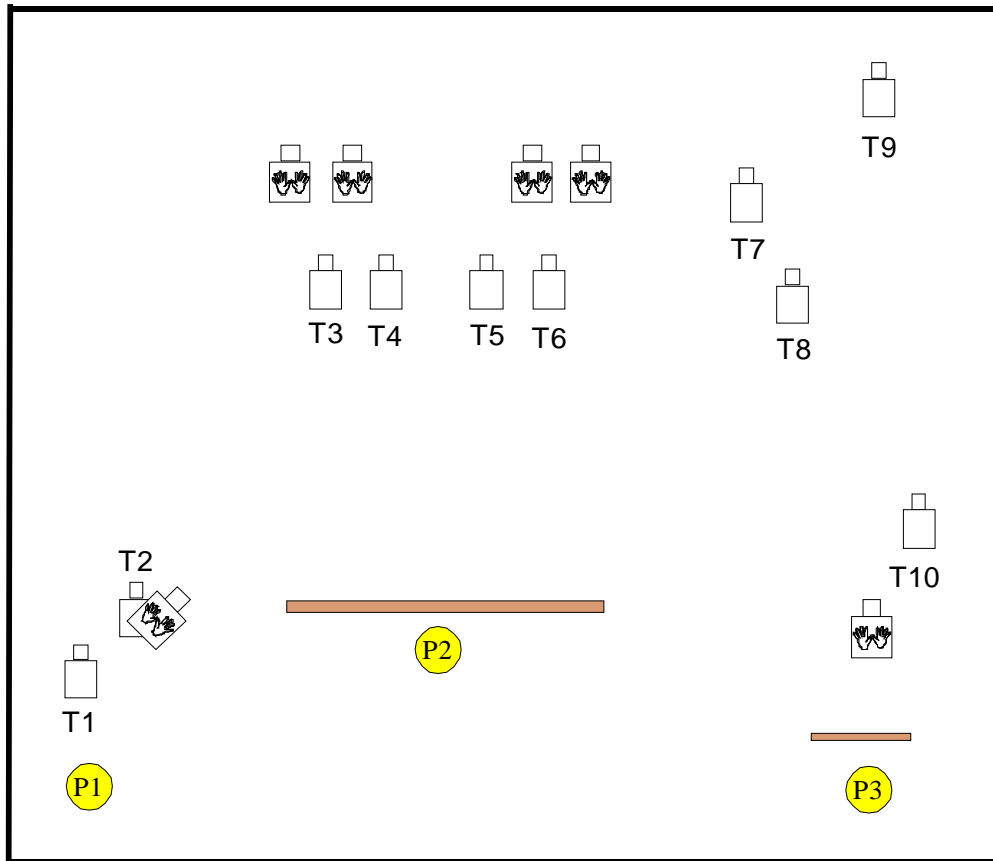
XX Indicates that the Points Down value includes some kind of penalty

DNF = Did Not Finish

NS = No Score

# Rangemasters “Fun” Shoot

## Stage 1 - “What’s Behind the Bad Guys?”



### Round Count:

Stage 1 = **20** minimum  
(**20** rounds minimum)

### Vickers Count

(Can make up shots)

### Stage 1:

Shooter starts fully loaded at **P1**.

- At the buzzer, draw and engage **T1** with **2 shots From Retention**, then **T2** with **2 shots** (body or head).
- Advance to **P2** and, with the proper use of cover from either or both sides of the barricade, engage **T3 thru T6** with **2 rounds each** (body or head).
- **Carefully** advance to **P3** and, with the proper use of cover from either or both sides of the barricade, engage **T7 thru T10** with **2 rounds each** (body or head).
- Reload as necessary.

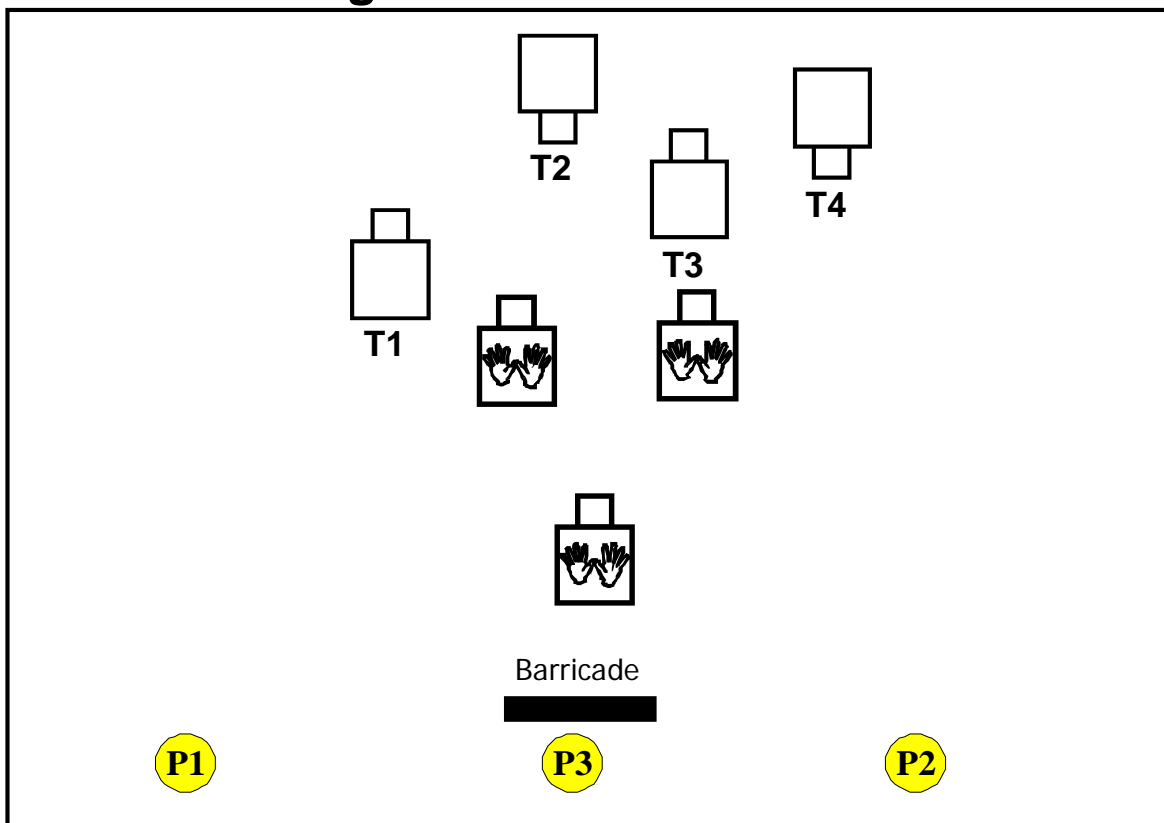
### Notes:

1. Properly use cover and “Slice the Pie” at all cover positions.
2. Be careful when moving from **P2** to **P3** to **maintain proper muzzle direction**.

COF designed by Landon Olson

# Rangemasters “Fun” Shoot

## Stage 2 - “Alternations”



### Round Count:

String 1 = **8 Minimum**

String 2 = **8 Minimum**

(**16** rounds for the stage)

### Vickers Count

(Can make up shots)

### String 1:

Shooter starts fully loaded at **P1** -

- At the sound of the buzzer, draw, **move to P3** and while **effectively using cover**, engage all targets with **2 rounds each** using an **alternating sequence** of fire (one right-side-up target then one up-side-down target, etc. or one up-side-down target then one right-side-up target, etc. - **See Note 2.**)
- Reload as necessary.

### String 2:

Same as String 1, but shooter starts fully loaded from **P2**.

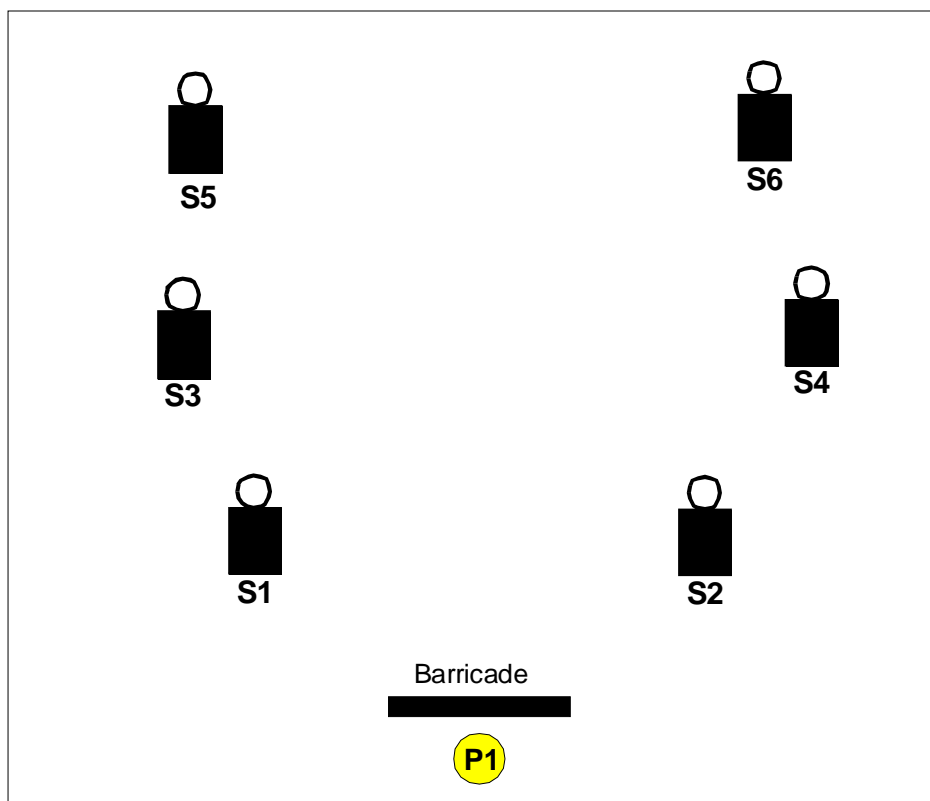
### Note:

1. It is advised that shooters back away from the barricade to allow easy and safe transition between the right and left side shots.
2. Shooter may start engaging targets from either side of the barricade, but must maintain the alternating sequence of fire.

# Rangemasters “Fun” Shoot

## Stage 3 - “Knock’m Down”

November 16, 2010



### Round Count:

String 1= 3 Rnds Min.  
String 2= 3 Rnds Min.  
String 3= 3 Rnds Min.  
String 4= 3 Rnds Min.

### Vickers Count (Can make up shots)

#### String 1 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S5** and **S6** in any order until knocked down, then engage **S1**.

#### String 2 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S3** and **S4** in any order until knocked down, then engage **S2**.

#### String 3 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S1** and **S2** in any order until knocked down, then engage **S5**.

#### String 4 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S3** and **S4** in any order until knocked down, then engage **S6**.

### Notes:

1. Reload as necessary.
2. Cover is not required.

COF designed by Michael Scott Sr.