

Range Masters "Fun" Shoot

Results for August 15, 2006

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	String 4	PD
		Shoot Total	Points Down												
1	Collins, Ken	62.46	8	27.74	24.74	6	20.57	19.57	2	14.15	2.89	3.66	3.41	4.19	0
2	Webster, Scott	70.03	4	29.38	29.38	0	24.34	22.34	4	16.31	2.41	4.04	3.36	6.50	0
3	Majers, Steve	79.54	9	32.61	30.11	5	24.96	22.96	4	21.97	10.53	4.28	3.06	4.10	0
4	Phillips, RDan	103.71	45	51.13	37.13	28	30.12	21.62	17	22.46	3.30	9.03	4.23	5.90	0
5	Clark, David	103.99	21	47.32	40.82	13	30.18	26.18	8	26.49	5.08	6.71	5.10	9.60	0
6	Olson, Landon	108.25	31	46.64	32.64	28	36.03	34.53	3	25.58	5.70	8.07	4.73	7.08	0
7	Scott, Michael Sr.	110.30	48	50.50	39.00	23	36.95	24.45	25	22.85	9.19	2.63	4.56	6.47	0
8	Johnson, Keith	115.52	30	52.24	43.74	17	38.98	32.48	13	24.30	3.44	5.44	2.52	12.90	0
9	Bullock, Curtis	120.15	10	47.90	44.90	6	25.77	23.77	4	46.48	4.55	26.18	4.19	11.56	0
10	Redford, "Red" (Rev)	125.94	27	63.38	56.38	14	41.31	34.81	13	21.25	3.28	4.96	3.60	9.41	0
11	Jepperson, Riley	126.88	51	55.11	43.61	23	44.68	30.68	28	27.09	6.33	5.83	7.09	7.84	0
12	Loveless, Doug (Rev)	128.52	42	66.50	51.50	30	42.11	36.11	12	19.91	3.80	6.24	5.76	4.11	0
13	Rees, Jerry (Rev)	129.59	24	70.23	61.23	18	40.68	37.68	6	18.68	3.36	5.13	5.75	4.44	0
14	Scott, Alan (Rev)	152.45	27	72.38	65.88	13	45.25	38.25	14	34.82	5.30	10.49	6.21	12.82	0
15	Burney, Carl	154.99	20	73.67	65.17	17	45.79	44.29	3	35.53	5.44	7.48	6.99	15.62	0
16	Dalton, Dell	155.14	37	67.95	50.95	34	39.29	37.79	3	47.90	5.63	5.23	9.70	27.34	0
17	Smith, Bruce	155.14	21	57.69	51.19	13	55.02	51.02	8	42.43	14.22	9.95	11.23	7.03	0
18	Johnson, Kim	157.72	39	51.83	38.33	27	53.94	47.94	12	51.95	8.80	11.59	16.87	14.69	0
19	Mallon, Jim	169.04	85	68.16	54.16	28	74.93	46.43	57	25.95	5.21	7.39	6.38	6.97	0
20	Majers, Steve Jr. (.22)	172.74	60	52.91	42.41	21	51.10	36.60	29	68.73	22.01	6.25	7.10	28.37	10
21	Nageotte, Jim	175.34	59	75.93	58.43	35	51.22	39.22	24	48.19	15.15	9.87	13.01	10.16	0
22	Scott, Michael Jr.	212.80	29	76.70	70.20	13	37.19	29.19	16	98.91	9.56	14.75	17.98	56.62	0
23	Fabela, Ethan	216.86	47	77.96	68.46	19	65.75	51.75	28	73.15	19.42	14.05	7.93	31.75	0
24	Brimhall, Nate	233.36	80	53.00	30.00	46	45.27	28.27	34	135.09	37.62	46.37	16.77	34.33	0

Notes:

- Remember, the "Fun" Shoot is held on the **1st Wednesday** and **3rd Tuesday** of each month (6:30 p.m.) at Range Masters.
- You can use **ANY** handgun you want, as long as it can be safely drawn from a **strong-side holster**.
- IDPA format and scoring.

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

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

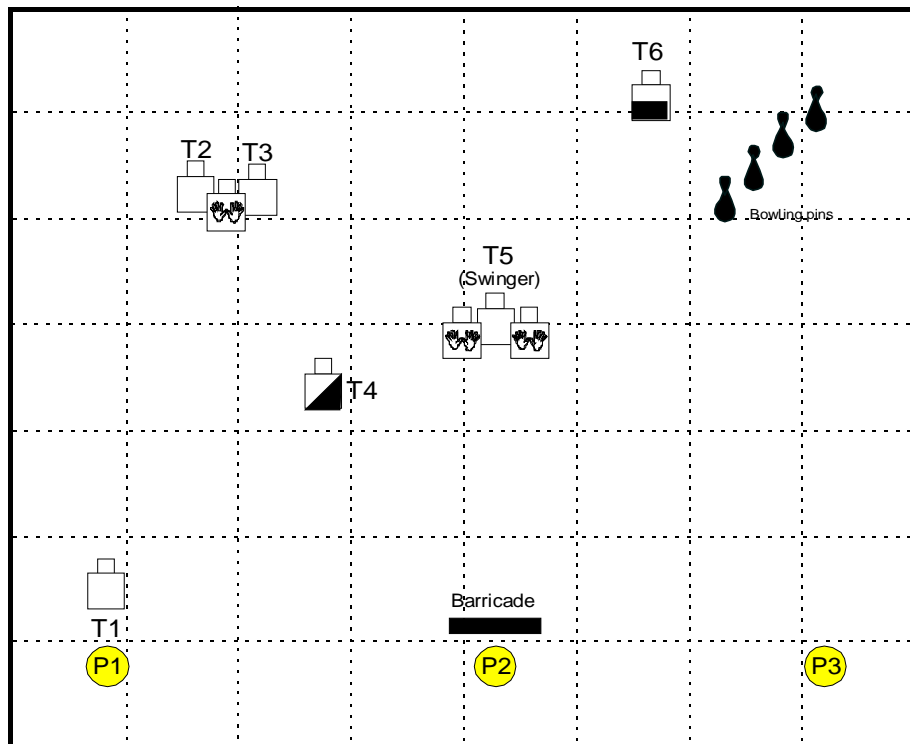
(Rev) = Revolver

DNF = **Did Not Finish**

NS = **No Score** sheet was entered.

Range Masters “Fun” Shoot

Stage 1 - “Swingers & Pins”



Round Count:
String 1 = **18** Minimum
18 minimum for the stage

Vickers Count
(Can make up shots)

String 1 - Shooter starts fully loaded at **P1**.

- At the buzzer, draw and engage **T1** with **2 rounds from Retention**.
- Then, **while moving to P2**, engage **T2 and T3** with **2 rounds to each body** and **1 round to each head**, then **T4** with **2 rounds** (body or head).
- **After reaching the barricade at P2**, pull the **Swinger trip cord** and engage the **Swinger** with **2 rounds (body or head)** from **either side** of the barricade.
- While moving to **P3**, engage **T6** with **2 rounds** (body or head).
- After reaching **P3**, **go to one knee** and engage the **bowling pins** **until knocked over**.
- Reload as necessary.

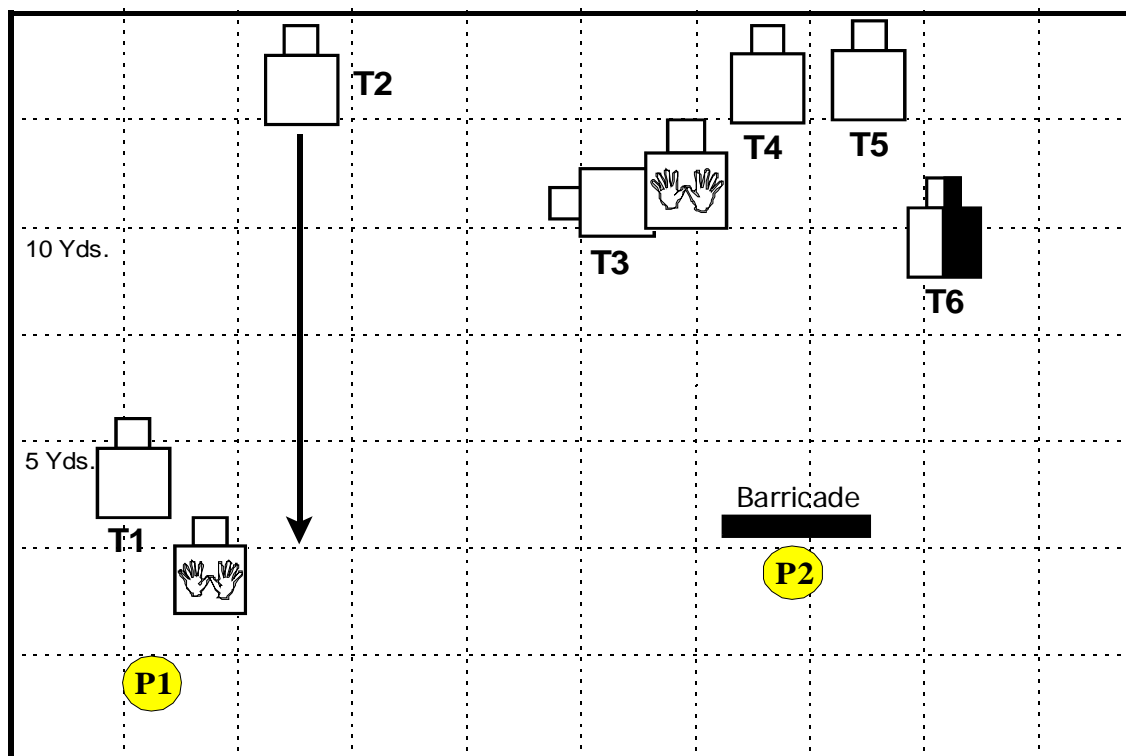
Notes -

1. Shooter must reach the specified positions before engaging targets at **P2** and **P3**.
2. Bowling pins not knocked over will receive a 5-second penalty.
3. Last, but not least, **Have Fun - Be Safe!!!**

COF designed by Ren Young

Range Masters "Fun" Shoot

Stage 2 - "Back-Off, Sucker"



Round Count:
String 1 = **16 minimum**
(16 rounds for the stage)

Vickers Count
(Can make up shots)

Scoring:
Targets are only scored
after the shooter completes
all Strings.

Scenario:

You and your baby (sand bag) are caught out in the open, with your wife walking slightly ahead of you, when you are attacked by a group of ruffians.

String 1:

Shooter starts at **P1** facing the targets and **holding the baby** -

- At the start signal, draw & engage **T1 & T2** with **2 rounds each** while moving to cover at **P2**.

Note: You will need to retain your baby while moving to **P2**, and **T2** will be charging toward you as you move to **P2**.

- At **P2**, engage **T3 thru T6** with **2 rounds to each body**, then re-engage **T3 thru T6** with **1 additional round to each head** from either side of the barricade.

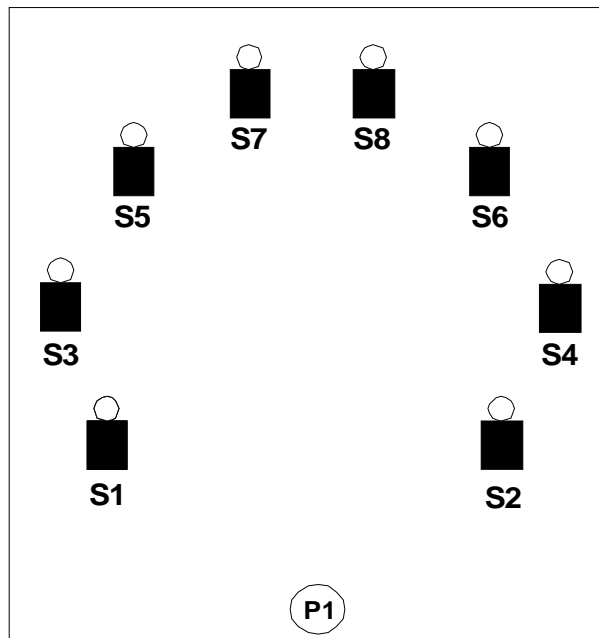
Note: You may place your baby **safely** behind cover at **P2 before** engaging **T3 thru T6**.

- Reload as necessary

Note: Reloads should normally be done from behind cover when cover is available.

Range Masters “Fun” Shoot

Stage 3 - “Practice, Practice”



Round Count:

String 1 = 2 rds min.
String 2 = 2 rds min.
String 3 = 2 rds min.
String 4 = 2 rds min.
(8 rounds for the stage)

Vickers Count

Can make up shots)

String 1 - Shooter starts at **P1** with **gun in Weak Hand** at the **Low Ready** position.

- At the sound of the buzzer, **using the weak hand only**, knock down **S1** and **S2**.
- Reload as necessary.

String 2 - Shooter starts loaded and holstered at **P1**.

- At the sound of the buzzer, draw and, **using the strong hand only**, knock down **S3** and **S4**.
- Reload as necessary.

String 3 - Shooter starts loaded and holstered at **P1**.

- At the sound of the buzzer, draw and knock down **S5** and **S6**. (**Freestyle** = Both Hands)
- Reload as necessary.

String 4 - Shooter starts loaded and holstered at **P1**.

- At the sound of the buzzer, draw and knock down **S7** and **S8**. (**Freestyle** = Both Hands)
- Reload as necessary.

Notes -

1. Plates not knocked down will receive a 5-second penalty.

COF designed by "Red" Redford