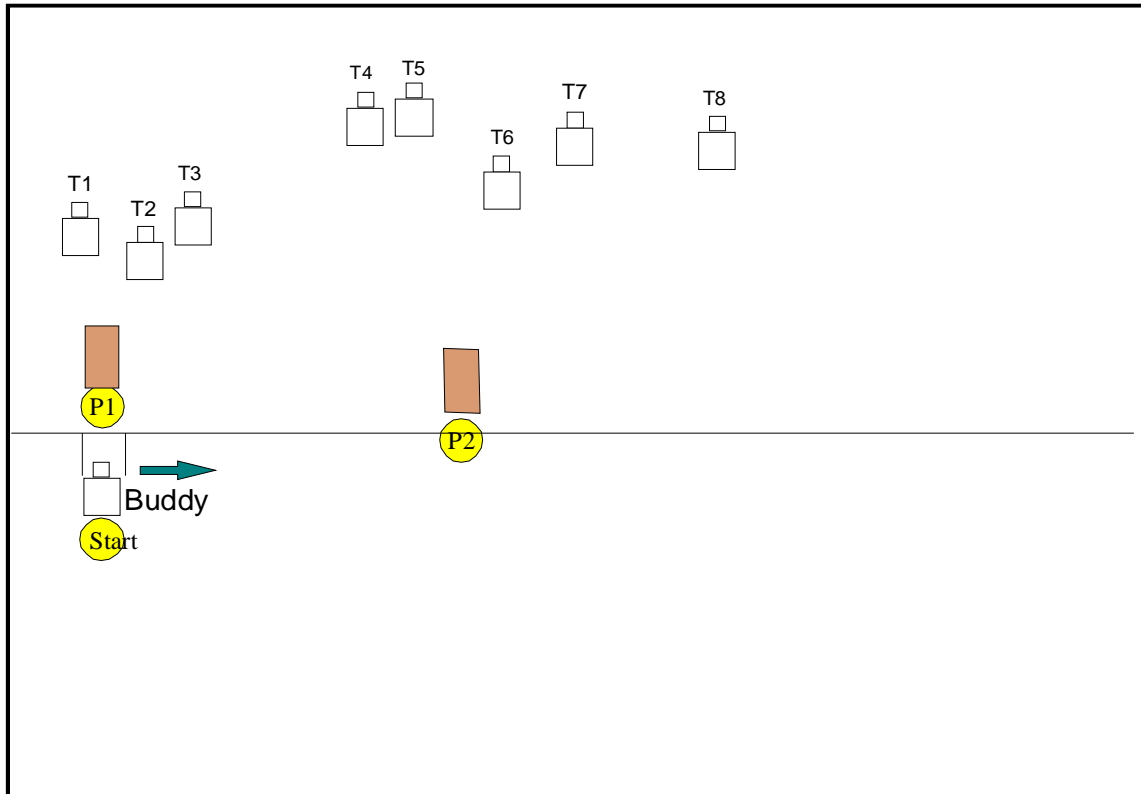


Rangemasters Handgun "Fun" Shoot Results - December 3, 2014

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Smith, Clint (.40)	NO	65.66	15	19.42	13.42	12	24.74	24.24	1	21.50	3.10	2.94	3.83	10.63	2
2	Smith, Clint (9mm)	NO	70.86	17	21.20	13.70	15	26.67	25.67	2	22.99	6.02	2.72	3.82	10.43	0
3	Kemp, Tony (#2)	O	81.54	24	15.95	12.95	6	36.64	27.64	18	28.95	10.81	4.46	3.71	9.97	0
4	Kemp, Tony (#1)	O	86.23	38	25.15	15.65	19	29.24	25.24	8	31.84	9.54	3.19	2.94	10.67	11
5	Ursulich, Ryan	NO	107.02	37	27.29	21.29	12	32.94	31.44	3	46.79	8.07	3.56	4.83	19.33	22
6	Waldo, Ralph	NO	133.05	18	45.08	41.58	7	36.21	35.21	2	51.76	15.90	17.98	4.84	8.54	9
7	Phillips, RDan (.22)	NO	134.44	16	33.86	32.86	2	47.48	46.98	1	53.10	11.67	18.37	3.98	12.58	13
8	Greer, Seth	NO	136.77	18	24.37	18.87	11	35.59	32.59	6	76.81	38.37	10.97	2.45	24.52	1
9	Septon, Allen	NO	138.73	23	42.87	33.87	18	54.08	51.58	5	41.78	10.63	8.06	3.75	19.34	0
10	Carroll, Christopher	NO	146.23	15	44.47	37.47	14	51.26	50.76	1	50.50	6.30	26.58	4.27	13.35	0
11	Armstrong, Jeremiah	NO	165.42	21	35.02	29.02	12	42.72	38.22	9	87.68	41.56	28.91	4.14	13.07	0
12	Scott, Alan	NO	179.89	50	30.03	29.03	2	37.31	34.31	6	112.55	35.47	14.02	7.18	34.88	42
13	Poole, Steve	NO	188.76	72	57.90	43.40	29	79.56	58.06	43	51.30	8.59	9.00	5.95	27.76	0
14	Scott, Gus	O	226.07	28	68.21	61.71	13	70.95	68.45	5	86.91	11.04	4.37	4.07	62.43	10
15	Greer, Gabe	NO	258.69	120	45.85	28.35	35	65.25	34.25	62	147.59	35.11	15.25	35.33	50.40	23
16	Sandgren, Max	NO	292.00	109	81.35	63.35	36	106.86	88.86	36	103.79	8.03	25.25	9.01	43.00	37
17	Spencer, Kate	NO	351.81	54	53.60	45.10	17	70.85	54.35	33	227.36	15.26	26.83	71.41	111.86	4
18	Scott, Mike	NO	DNF	15	38.95	32.45	13	35.60	34.60	2	DNF					

Rangemasters “Fun” Shoot

Stage 1 - “Protect Your Buddy”



Round Count:

String 1 = **19 minimum**
(**19** rounds for the stage)

Vickers Count

(Can make up shots.)

String 1 -

Begin at **Start** behind your Buddy with weapon fully loaded.

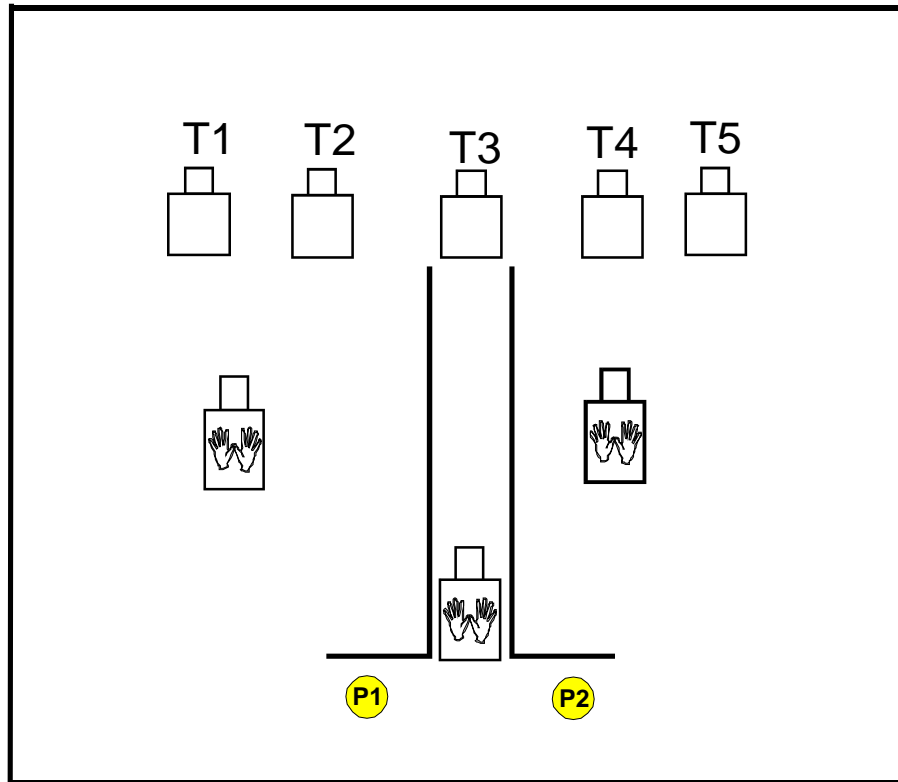
- At buzzer, get your Buddy to cover, advance to **P1**, draw and engage **T1-T3** with **3 rounds (2 Torso and 1 Head)**.
- Move to **P2**, and engage **T4 - T8** with **2 rounds each** while maintaining **proper use of cover**.
- Reload as necessary.

Note:

- **Buddy** will be **activated at the buzzer** by shooter.

Rangemasters “Fun” Shoot

Stage 2 - “What’s it Called”



Round Count:
25 rounds minimum

Vickers Count
(Can make up shots.)

String 1 -

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

- At the sound of the buzzer, draw and engage targets **T1** through **T5** with **2 rounds** to the **BODY** and **1 to the HEAD** on the way to **P2**.
- While moving from **P1** to **P2**, remember to use Cover, Slice the Pie, Clear Corners.
- At **P2**, reverse order to **P1**, engage **T5** through **T1** with **2 rounds** to the **HEAD**.

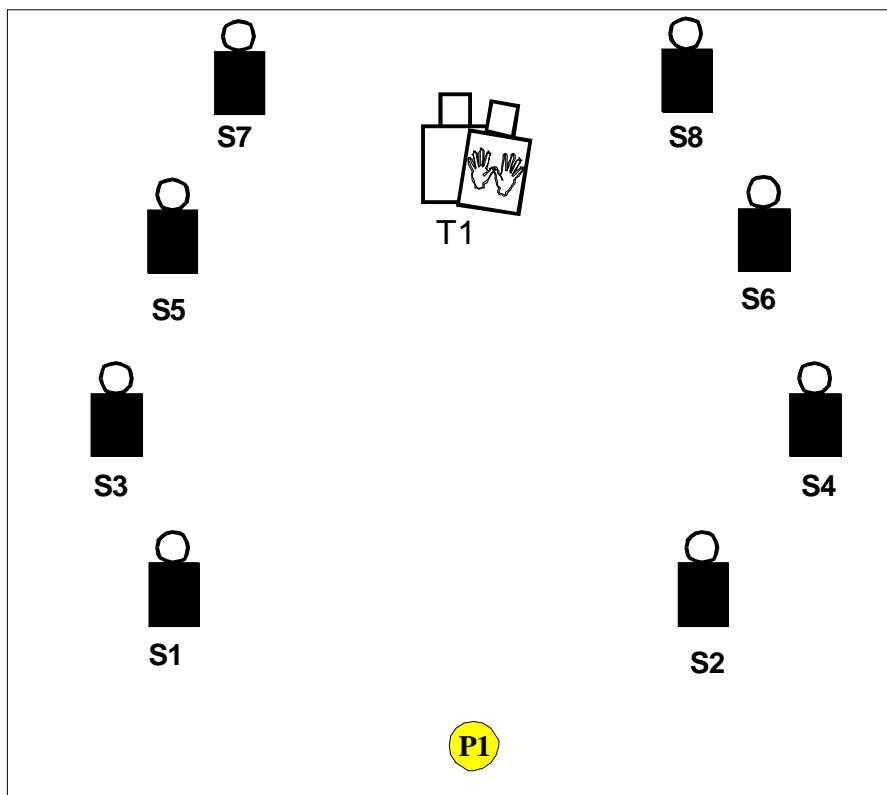
Notes:

1. Shooter must move center **Non-Threat** out of line of fire.
2. Use Cover, Slice the Pie, Clear Corners.
3. Reload behind cover.
4. Do not shoot the walls.

COF Ryan Ursulich

Rangemasters “Fun” Shoot

Stage 3 - “Pass the Plates, Please”



Round Count:

11 rounds Minimum for the stage.

Vickers Count

(Can make up shots)

String 1 -

Shooter starts at **P1 with no more than 10 rounds in the gun**, the gun in their **WEAK HAND** at the **Low Ready position**.

- At the sound of the buzzer, engage **S3 and S4 WEAK HAND ONLY**.
- Holster on command - **Do Not Reload Before Holstering**.

String 2 -

Shooter starts holstered at **P1 with remaining rounds from String 1**.

- At the sound of the buzzer, draw and engage **S1 and S6 STRONG HAND ONLY**.
- Holster on command - **Do Not Reload**.

String 3 -

Shooter starts holstered at **P1 with remaining rounds from String 2**.

- At the sound of the buzzer, **draw** and engage **S2 and S5 FREE STYLE** (both hands).
- Holster on command - **Do Not Reload**.

String 4 -

Shooter starts holstered at **P1 with remaining rounds from String 3**.

- At the sound of the buzzer, **draw** and **engage S7 and S8 until knocked down, then engage T1 with 3 rounds FREE STYLE** (both hands).

Notes -

1. Reload as necessary during the strings, but **DO NOT** reload between strings!
COF designed by Jerry Rees