

Rangemasters Handgun "Fun" Shoot Results - March 17, 2015

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	String 4	PD	Stage 3	String 1	String 2	PD
1	Gull, Joe	NO	86.47	11	32.57	32.07	1	29.62	5.27	4.13	9.84	5.38	10	24.28	11.86	12.42	0
2	Hubbard, Corey	NO	95.86	22	32.46	31.46	2	34.34	4.19	4.39	9.59	6.17	20	29.06	12.69	16.37	0
3	Soper, Mitch	NO	99.14	39	38.13	35.63	5	36.95	3.49	2.57	10.47	3.42	34	24.06	11.32	12.74	0
4	Hatfield, Todd (#1)	NO	113.20	40	44.08	41.08	6	38.36	4.07	3.24	9.19	4.86	34	30.76	17.48	13.28	0
5	Degn, Graham	NO	123.23	20	42.17	40.67	3	36.70	4.87	4.81	13.16	5.36	17	44.36	30.71	13.65	0
6	LaBaron, Chad (#2)	NO	123.35	43	39.82	39.82	0	48.47	5.65	5.48	12.15	6.69	37	35.06	19.02	13.04	6
7	Scott, Mike	NO	128.22	31	36.19	35.19	2	41.27	4.40	3.97	12.39	6.01	29	50.76	26.77	23.99	0
8	Young, Jason	NO	131.03	32	34.03	28.53	11	27.85	3.09	3.60	5.81	4.85	21	69.15	49.50	19.65	0
9	Etherington, Ryan	NO	133.10	23	35.88	32.88	6	34.30	3.93	3.99	12.40	5.48	17	62.92	33.59	29.33	0
10	Davis, Keith	NO	136.83	23	50.45	48.45	4	40.83	4.00	4.34	12.61	10.38	19	45.55	22.97	22.58	0
11	Rodriquez, Mike	NO	137.53	21	43.69	41.69	4	42.41	5.55	5.52	15.72	7.12	17	51.43	25.29	26.14	0
12	Hatfield, Todd (#2)	NO	138.09	77	43.84	33.84	20	52.03	3.64	3.47	13.15	3.27	57	42.22	27.46	14.76	0
13	Tupai, Rodney	NO	143.81	62	53.30	42.30	22	44.11	4.87	4.53	9.39	5.32	40	46.40	29.40	17.00	0
14	Miller, Clint	NO	156.52	39	54.37	50.87	7	43.35	4.29	4.25	12.40	6.41	32	58.80	35.54	23.26	0
15	Jepperson, Riley	NO	164.91	102	50.20	38.20	24	57.35	3.45	3.25	6.90	4.75	78	57.36	26.59	30.77	0
16	Phillips, Rdan (.22)	NO	173.07	16	51.64	51.14	1	44.39	5.28	5.17	18.49	7.95	15	77.04	50.69	26.35	0
17	Septon, Allen	NO	173.80	58	41.63	40.13	3	60.89	6.08	6.24	13.26	7.81	55	71.28	53.59	17.69	0
18	LaBaron, Chad (#1)	NO	174.61	50	54.08	50.08	8	46.96	5.50	6.04	11.22	6.20	36	73.57	25.67	44.90	6
19	Hatfield, Alex (#2) (22)	NO	196.37	34	59.80	56.30	7	46.43	5.74	6.11	13.68	7.40	27	90.14	53.14	37.00	0
20	Sandgren, Max	NO	208.59	39	66.71	60.71	12	42.35	6.35	4.83	15.00	7.67	17	99.53	56.54	37.99	10
21	Jolley, Jenn	NO	210.32	59	61.11	48.11	26	45.96	4.73	4.90	12.23	7.60	33	103.25	48.58	54.67	0
22	Reese, Howard	NO	212.14	44	51.83	47.33	9	42.96	5.63	6.10	13.48	5.25	25	117.35	61.49	50.86	10
23	Hatfield, Alex (#1) (22)	NO	231.70	31	61.95	60.45	3	55.33	6.32	9.53	18.35	7.13	28	114.42	59.77	54.65	0
24	Scott, Alan	NO	DNF	14	49.43	47.93	3	33.13	4.82	4.35	12.05	6.41	11	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

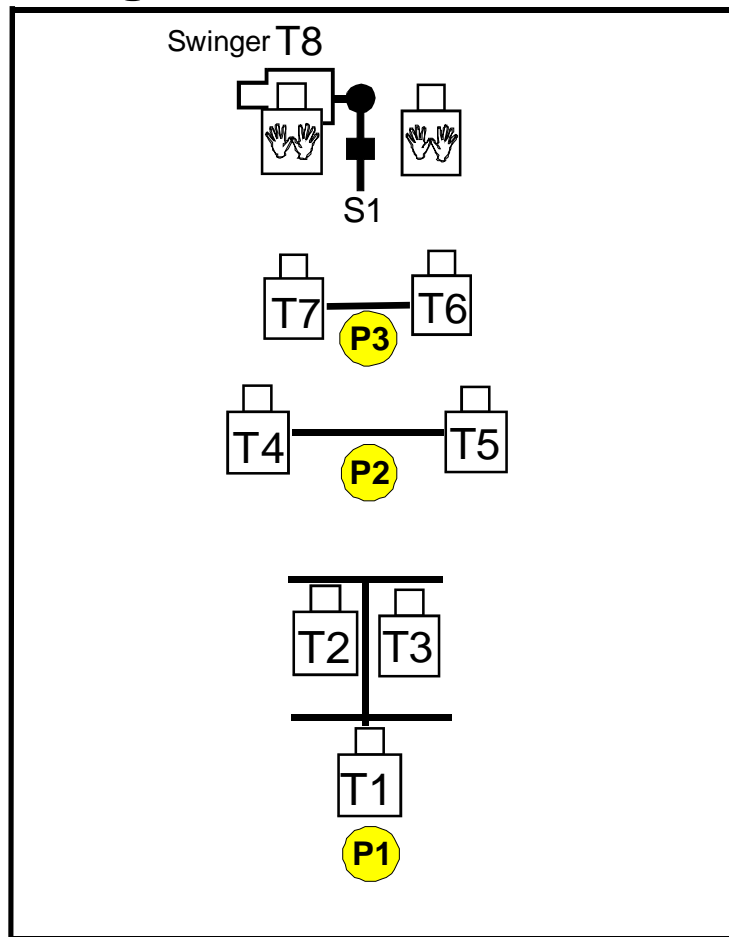
NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “The Stack”

Round Count:
23 rounds

Vickers Count
(Can make up
shots.)



String 1 -

Shooter starts holstered at **P1** with **10 Rounds max** in the gun.

***** SLICE THE PIE *****

**** CLEAR BOTH SIDES OF COVER ****

- At the sound of the buzzer, draw and engage target **T1 FROM RETENSION** with **2 rounds**, then engage **T2 through T5** with **2 rounds** to the **TORSO** and **1** to the **HEAD**.
- Move to **P2** and engage **T6** and **T7** with **2 rounds** to **TORSO** and **1** to the **HEAD**.
- Move to **P3** and shoot **S1** to activate **T8** (Swinger) and engage **T8** with **2 rounds** to the **BODY**.

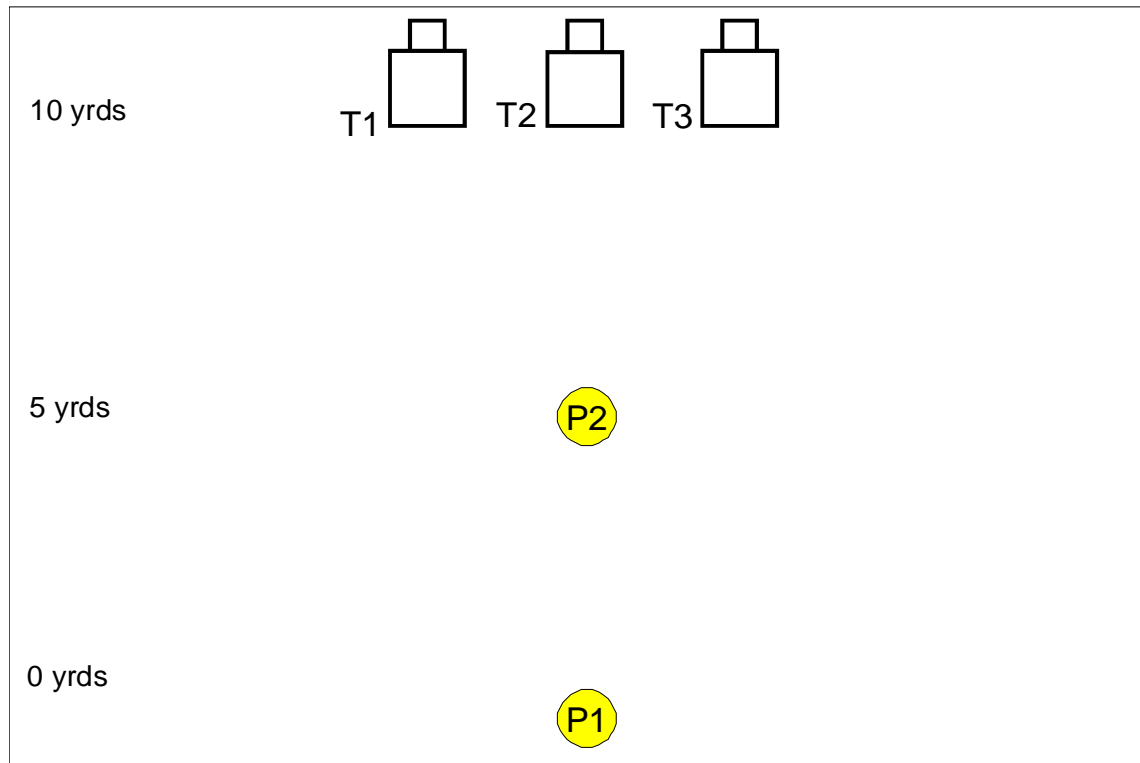
Notes:

1. Reload behind cover.
2. Do not shoot the walls.

COF R. Waldo

Rangemasters “Fun” Shoot

Stage 2 - “Practice, Practice”



Round Count:

String 1 = **6 rounds only**
 String 2 = **6 rounds only**
 String 3 = **12 rounds only**
 String 4 = **6 rounds only**
 (30 rounds for the stage)

Limited Vickers Count

(**Cannot** make up shots)

Scoring:

Targets are only scored
 after the shooter has
 completed all strings.

String 1

Shooter starts at **P1**.

- At the buzzer, draw and fire **2 shots** at each **T1 - T3 while moving forward to P2** (all shots must be fired while moving).

String 2

Shooter starts at **P2**.

- At the buzzer, draw and fire **2 shots** at each **T1 - T3 while retreating to P1** (all shots must be fired while moving).

String 3

Shooter starts at **P1** with **back to targets** and **6 rounds MAX. in gun**.

- At the buzzer, draw, turn and fire **2 shots** at each **T1 - T3, reload from slidelock** and fire **2 shots** at each **T1 - T3**.

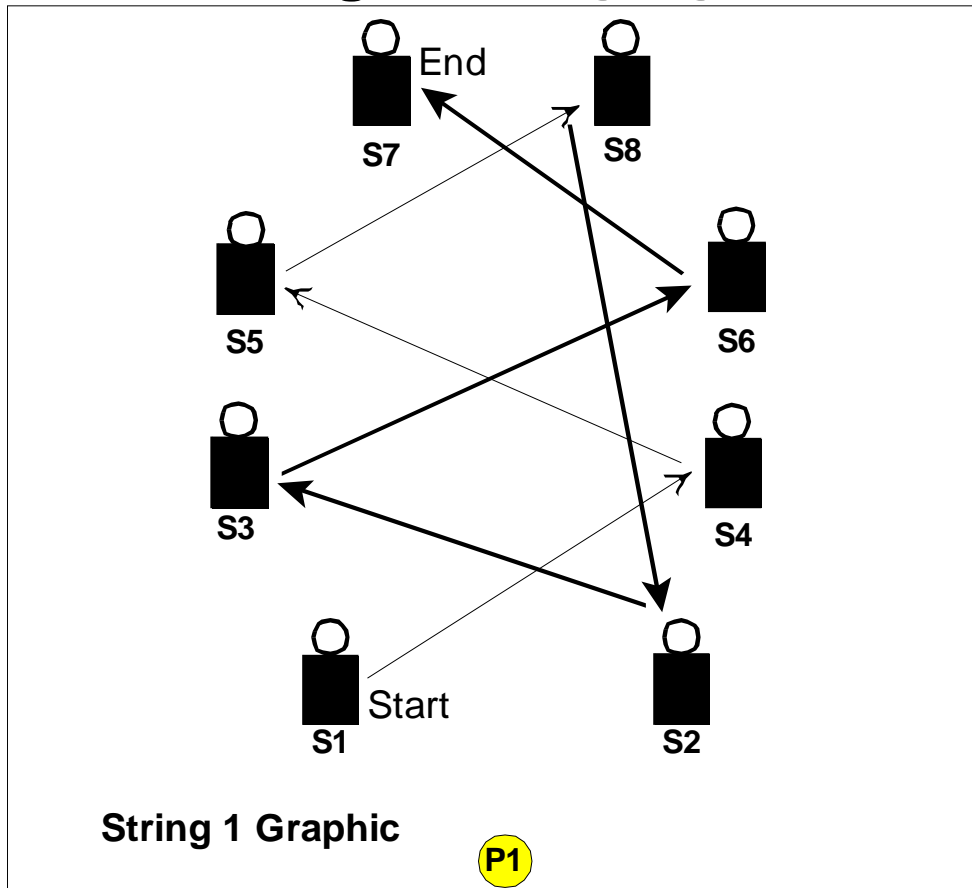
String 4

Shooter starts at **P1**.

- At the buzzer, draw and fire **2 shots** at each **T1 - T3 "STRONG" hand only**.

Rangemasters “Fun” Shoot

Stage 3 - “ZigZag”



Round Count:
String 1 = 8 rds Min.
String 2 = 8 rds Min.

Vickers Count
(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **all plates** in the **following order (Use of Cover Not Required):**
S1, S4, S5, S8, S2, S3, S6 and **S7**. (See Graphic).
- Reload as necessary.

String 2 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **all plates** while **Properly Using Cover**.
- Reload as necessary.

Notes -

1. Plates must be knocked down in order before next plate is engaged.
2. Plates hit out of order will count as a Miss-On-Steel penalty.
3. All plates left standing will be counted as a 5-second Miss-On-Steel penalty.