Rangemasters Handgun "Fun" Shoot Results - November 18, 2014

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	String 2	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	Kemp, Tony (Gun 3)	O	49.63	13	17.39	11.89	3.38	11	15.20	6.77	7.43	2	17.04	12.29	4.75	0
2	McNeill, Wyatt John (#1)	NO	54.13	14	15.84	11.84	4.16	8	16.11	6.92	6.19	6	22.18	13.26	8.92	0
3	Mathis, David	NO	63.48	15	18.37	13.87	3.22	9	21.88	9.51	9.37	6	23.23	14.32	8.91	0
4	Kemp, Tony (Gun 2)	O	64.64	17	17.23	11.23	8.43	12	27.25	12.15	12.60	5	20.16	13.89	6.27	0
5	McNeill, Wyatt John (#2)	NO	65.45	21	21.75	14.75	4.24	14	16.58	6.49	6.59	7	27.12	18.12	9.00	0
6	McNeill, John (#1)	NO	72.96	22	24.12	18.62	2.68	11	26.60	10.30	10.80	11	22.24	13.16	9.08	0
7	McNeill, John (#2)	NO	74.76	29	23.11	13.61	4.18	19	24.44	10.59	8.85	10	27.21	12.41	14.80	0
8	DeLeeuw, Dave	O	75.09	23	30.15	19.15	5.15	22	24.45	12.12	11.83	1	20.49	10.10	10.39	0
9	Hatfield, Todd	NO	86.44	23	24.73	16.73	5.40	16	27.70	12.95	11.25	7	34.01	19.32	14.69	0
10	Kemp, Tony (Gun 1)	NO	89.84	31	27.74	21.24	3.21	13	30.55	11.62	9.93	18	31.55	16.85	14.70	0
11	Stepp, Jared	NO	90.82	11	23.92	21.42	5.13	5	26.23	12.69	10.54	6	40.67	22.57	18.10	0
12	Jacobson, Jacob (#1)	NO	92.93	11	31.05	28.05	5.59	6	26.93	11.44	12.99	5	34.95	19.45	15.50	0
13	Coles, Shane (#1)	NO	93.32	23	30.07	24.07	6.31	12	25.47	9.96	10.01	11	37.78	16.02	21.76	0
14	Jacobson, Jacob (#2)	NO	93.44	9	22.96	20.46	6.37	5	33.58	16.22	15.36	4	36.90	25.73	11.17	0
15	Rodriquez, Mike	NO	95.24	17	29.52	21.52	6.83	16	32.43	17.68	14.25	1	33.29	15.83	17.46	0
16	Martin, Jeanette	NO	98.75	23	41.15	33.65	7.69	15	31.97	14.22	13.75	8	25.63	17.80	7.83	0
17	Scott, Alan (Rev)	O	99.11	6	36.06	34.06	5.73	4	26.54	12.75	12.79	2	36.51	26.45	10.06	0
18	Armstrong, Jeremiah (#1)	NO	100.41	30	27.74	21.74	5.36	12	26.35	13.13	9.22	8	46.32	21.55	19.77	10
19	Scott, Mike	NO	101.32	18	21.67	15.67	8.94	12	28.06	12.59	12.47	6	51.59	29.57	22.02	0
20	Armstrong, Jeremiah (#2)	NO	110.17	32	41.85	30.85	4.77	22	31.03	15.49	10.54	10	37.29	20.01	17.28	0
21	Phillips, RDan	NO	120.51	22	25.88	20.38	5.88	11	50.30	24.94	19.86	11	44.33	29.11	15.22	0
22	Coles, Shane (#2)	NO	121.19	59	34.14	27.14	9.35	14	38.67	9.70	9.47	39	48.38	38.00	7.38	6
23	Waldo, Ralph	NO	151.62	38	42.18	23.74	6.44	24	36.51	16.71	12.80	14	72.93	35.38	37.55	0
24	Nelson, Justin (#2)	NO	152.02	48	45.11	27.11	8.42	36	51.05	24.34	20.71	12	55.86	34.71	21.15	0
25	Martin, Ken	NO	163.94	39	48.25	41.75	7.61	13	51.01	17.83	23.18	20	64.68	31.09	30.59	6
26	Nelson, Justin (#1)	NO	172.67	42	48.50	37.00	9.63	23	52.72	22.59	20.63	19	71.45	39.78	31.67	0
27	Poole, Steve (#1)	NO	175.01	44	65.45	47.95	8.02	35	36.78	20.33	11.95	9	72.78	42.67	30.11	0
28	Bartlett, Mark (#1)	NO	180.77	40	41.72	25.72	8.94	32	39.44	20.06	15.38	8	99.61	76.35	23.26	0
29	Poole, Steve (#2)	NO	189.81	74	56.39	41.39	9.05	30	35.96	15.65	13.31	14	97.46	60.70	21.76	30
30	Spencer, Kathryn	NO	196.25	34	67.45	58.45	6.17	18	44.08	18.41	17.67	16	84.72	59.56	25.16	0
31	Bartlett, Mark (#2)	NO	221.60	56	35.46	21.46	8.45	28	41.29	18.76	18.53	8	144.85	65.26	69.59	20
32	Sandgren, Max	NO	240.43	63	66.82	53.82	7.59	26	42.52	13.81	15.21	27	131.09	80.26	45.83	10

Notes:

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

DIV = **Division:** **O** = **O**ptic; **NO** = **N**on-**O**ptic

(REV) = Revolver

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

DNF = **D**id **N**ot **F**inish

NS = **N**o **S**core

Rangemasters "Fun" Shoot
Stage 1 - "Moving the Other Way"
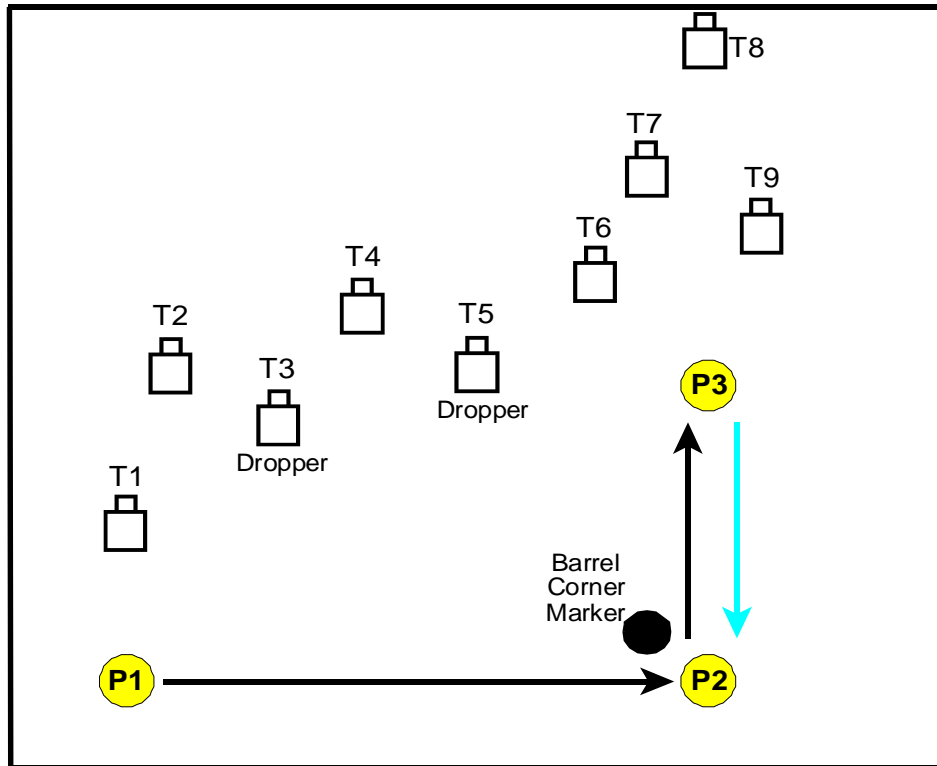
Round Count:
 String 1 = **16** minimum
 String 2 = **8** minimum
 (**24** rounds minimum for the stage)

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

Scoring:
 Targets are scored
 after the shooter has
 completed all strings.

String 1: Shooter starts fully loaded at **P1** with his **back to the targets** -
 - At the buzzer, turn, draw, and engage targets **T1 thru T5** with
    at least 2 rounds each while moving to P2.
 - **After reaching P2**, engage targets **T6 thru T9** with
    at least 2 rounds each while moving to P3.

String 2: Shooter starts fully loaded at **P3** with his **back to the targets** -
 - At the buzzer, turn, draw, and engage targets **T6 thru T9** with
    at least 2 rounds each while moving backwards to P2.

Notes:
 1. Shooter must not engage **T6** thru **T9** until they have reached **P2**.
 2. **T3** and **T5** are Dropper targets that **may only require 1 shot**, but
     must be "dropped" or a 5-second miss-on-steel penalty will be
     assessed per target.
 3. Reload as necessary during all strings.

Rangemasters "Fun" Shoot
Stage 2 - "Alternations"
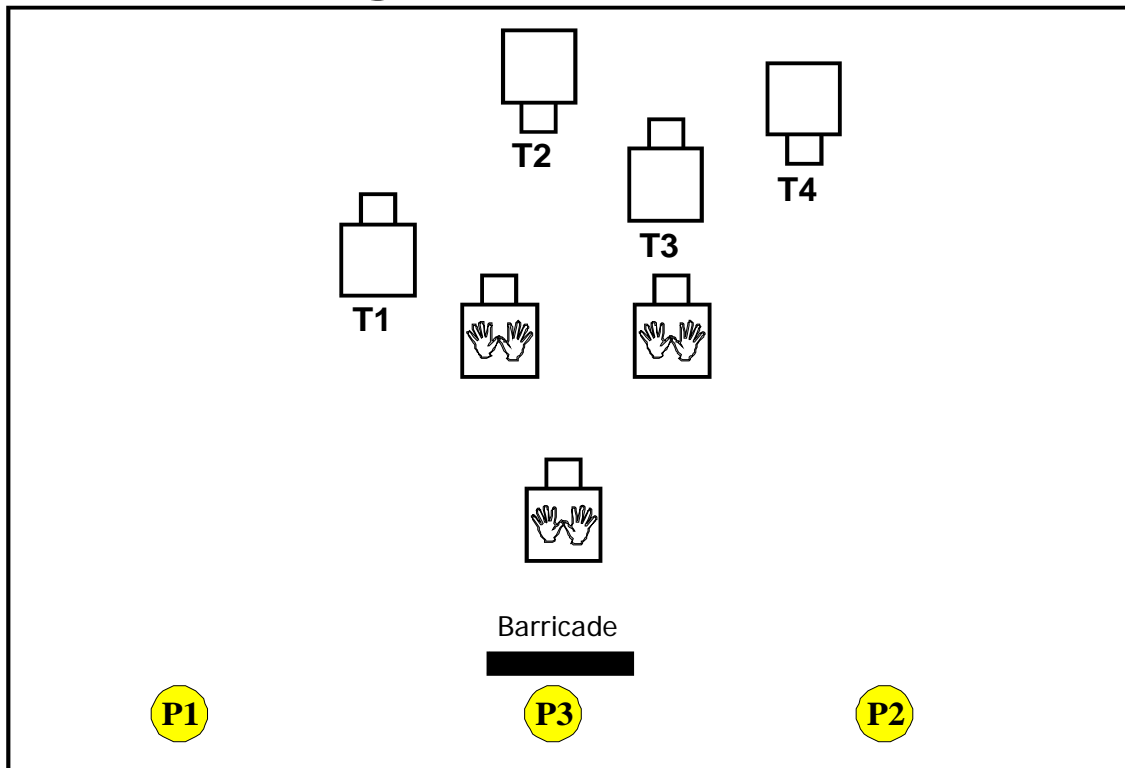
Round Count:
 String 1 = **8 Minimum**
 String 2 = **8 Minimum**
 (**16** rounds for the stage)

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.

COF Designed by Landon Olson

Rangemasters Fun Shoot
Stage 3 - "Clean 'Em Up"
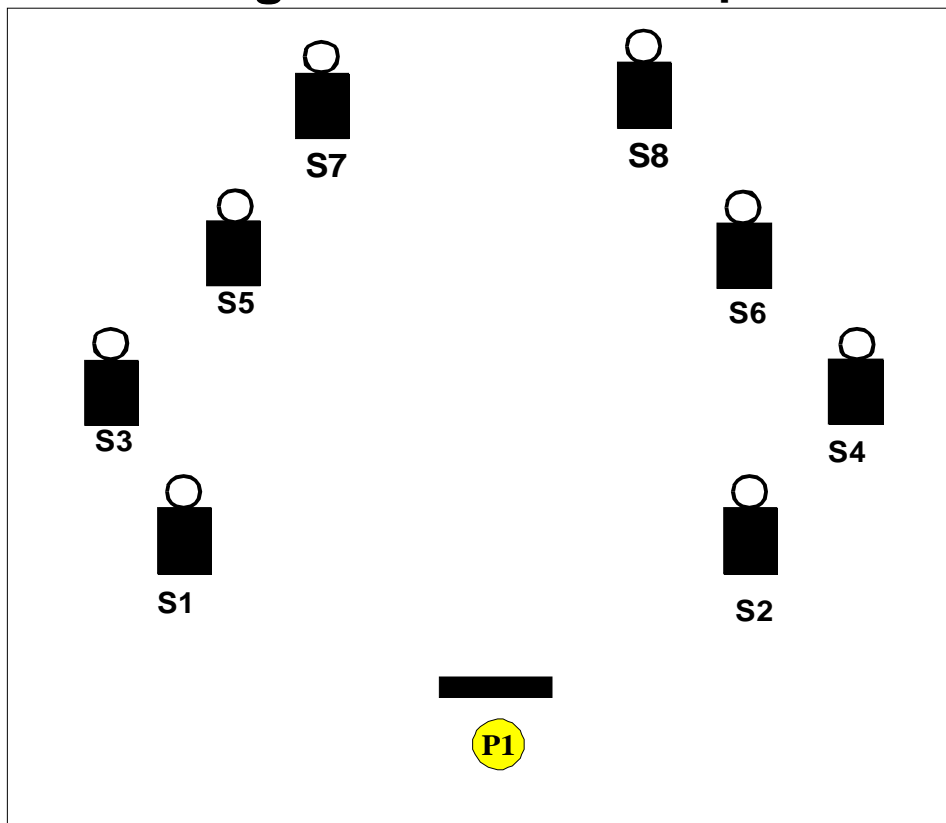
Round Count:
 String 1 = **8 Minimum**
 String 2 = **4 Minimum**
 (**12** rounds for the stage)

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

String 1 -
 Shooter starts at **P1** with a **maximum of 8 rounds** loaded in the gun.
  - At the sound of the buzzer, draw and **shoot only 1 shot at each of the 8 plates**, then reload and "Clean Up" **any remaining plates that were not knocked down with the first 8 shots**.
  - Reload as necessary.

String 2 -
 Shooter starts at **P1** with a **maximum of 4 rounds** loaded in the gun.
  - At the sound of the buzzer, draw and **shoot only 1 shot** at plates **S1** then **S8** then **S2** then **S7** (in that order), then reload and "Clean Up" **any of THOSE plates** that were **not knocked down with the first 4 shots**.
  - Reload as necessary.

Notes:
 1. **Use of cover IS NOT REQUIRED.**

COF designed by Dave DeLeeuw