

Rangemasters Handgun "Fun" Shoot Results - October 7, 2015

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	Greer, Seth	NO	76.91	14	31.01	22.21	4.80	8	22.30	8.70	10.60	6	23.60	8.99	14.61	0
2	Gull, Joe	NO	76.95	8	36.47	30.16	3.81	5	20.47	8.31	10.66	3	20.01	7.61	12.40	0
3	Armstrong, Jeremiah	NO	84.88	33	35.31	26.73	4.58	8	34.15	9.37	12.28	25	15.42	15.42	0.00	0
4	Rodriquez, Mike	NO	86.78	0	43.26	38.57	4.69	0	20.99	10.42	10.57	0	22.53	9.97	12.56	0
5	Reese, Steven	NO	94.16	22	37.97	28.48	6.49	6	29.41	10.51	10.90	16	26.78	11.41	15.37	0
6	Duncan, T	NO	102.47	17	43.87	34.32	6.05	7	31.67	11.51	15.16	10	26.93	8.98	17.95	0
7	Jeffs, Randall	NO	109.42	25	54.70	42.93	4.77	14	27.57	11.17	10.90	11	27.15	18.76	8.39	0
8	Ursulich, Ryan	NO	115.06	42	37.99	26.65	5.84	11	35.73	10.41	9.82	31	41.34	20.64	20.70	0
9	Davis, Keith	NO	123.73	61	52.66	26.46	6.20	40	33.49	10.89	12.10	21	37.58	24.60	12.98	0
10	Scott, Alan	NO	131.79	38	37.26	25.43	4.83	14	35.59	9.86	13.73	24	58.94	31.05	27.89	0
11	B, Jason	NO	135.96	44	50.51	38.06	6.95	11	43.28	13.86	12.92	33	42.17	28.83	13.34	0
12	Jolly, Jenn	NO	136.92	54	65.55	48.20	6.35	22	38.04	9.87	12.17	32	33.33	10.92	22.41	0
13	Scott, Mike	NO	153.28	31	74.36	51.13	9.23	28	31.35	12.78	17.07	3	47.57	9.77	37.80	0
14	Phillips, Rdan	NO	164.30	33	49.22	38.76	4.96	11	50.26	19.07	20.19	22	64.82	55.06	9.76	0
15	Jeffs, Randall (Rev)	NO	175.73	35	59.02	46.92	5.10	14	40.73	15.90	14.33	21	75.98	30.56	45.42	0
16	Smith, Rob	NO	186.08	85	76.39	47.95	8.44	40	48.40	13.52	12.38	45	61.29	35.87	25.42	0
17	Shaffer, Sam	NO	189.29	99	72.90	62.17	8.73	4	49.22	15.65	16.07	35	67.17	14.56	22.61	60
18	Hunsaker, Richard Branch	NO	193.55	99	76.24	47.95	6.79	43	45.12	12.66	14.46	36	72.19	43.97	18.22	20
19	Westover, Kevin	NO	194.27	108	74.10	42.05	6.55	51	57.39	15.05	18.84	47	62.78	27.78	30.00	10
20	Sandgren, Max	NO	208.97	57	64.27	50.34	7.43	13	43.97	9.43	12.54	44	100.73	65.20	35.53	0
21	Hunsaker, Regan	NO	240.22	100	75.01	48.36	7.15	39	42.96	13.33	14.13	31	122.25	68.21	39.04	30
22	Gull, Ammon (.22)	NO	367.52	123	109.46	73.77	13.69	44	62.62	17.32	15.80	59	195.44	124.81	60.63	20

Notes:

PD = Points Down = .5 seconds x Points Down

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

(REV) = Revolver

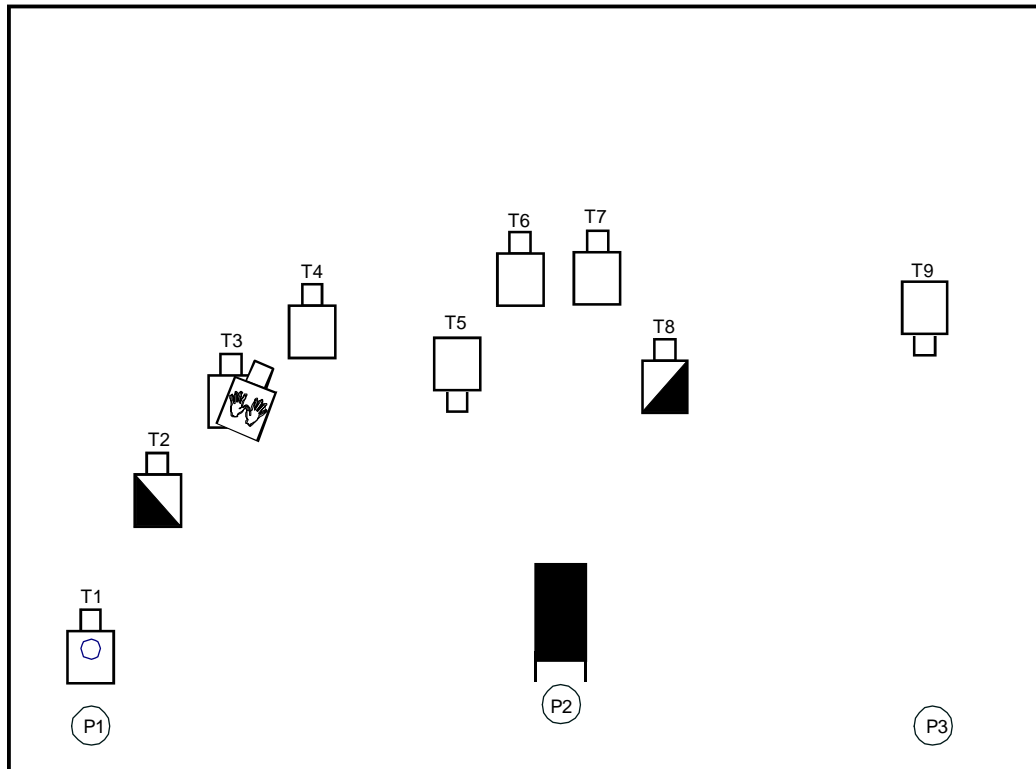
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “8-Rounds Max 1st”



Round Count:

String 1 = **22 Minimum**

String 2 = **6 Maximum**
(28 rounds for the stage)

String 1 = Unlimited Count

(Can make up shots.)

String 2 = Limited Count

(Cannot make up shots.)

String 1 - (1st mag loaded to 8 Rounds Maximum - other mags fully loaded.)

Shooter starts loaded with **8 Rounds Max** and holstered at **P1**.

- At the sound of buzzer, draw and engage **T1** with **2 rounds** from **RETENTION**.
- While moving to **P2**, engage targets **T2 - T4** with **2 rounds each**.
- From cover at **P2**, engage **T5 and T6** from the **LEFT SIDE** of the barricade (**1 HEAD** and **1 TORSO**), then **T7 and T8** from the **RIGHT SIDE** of the barricade (**1 HEAD** and **1 TORSO**).
- Move to **P3** and engage **T9** with **3 TORSO** and **3 HEAD** shots.
- Reload as necessary.

String 2 -

Shooter starts **fully loaded** and holstered at **P3**.

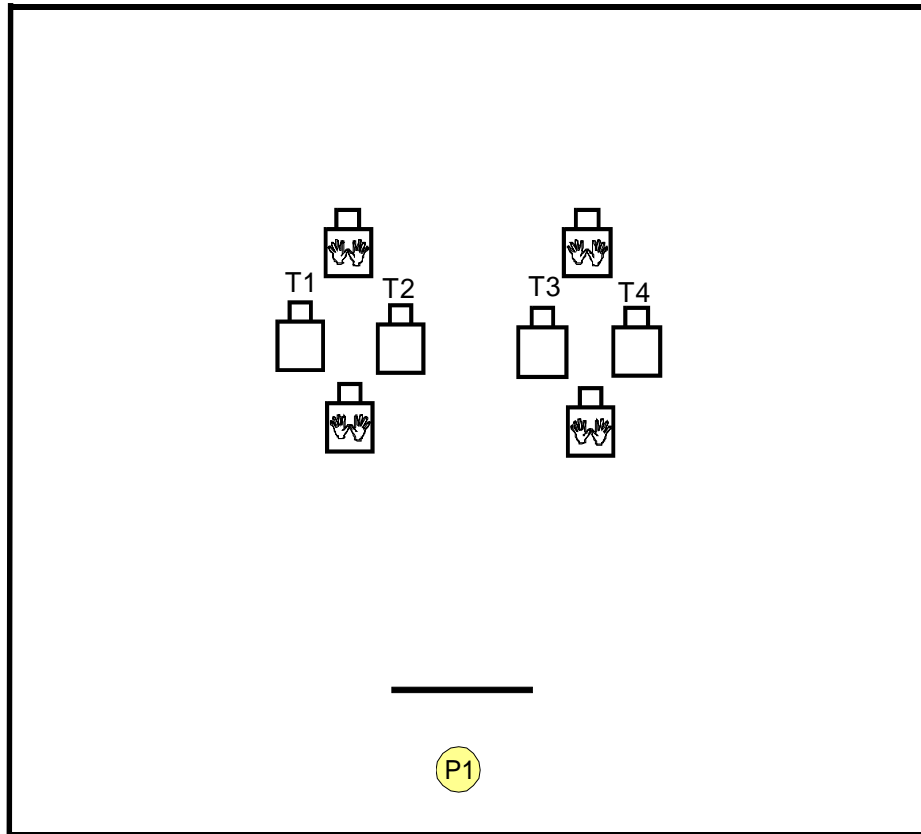
- At the sound of buzzer, draw and engage **T9** with **ONLY 3 shots** to the **TORSO** and **ONLY 3 shots** to the **HEAD**. (Note: Going to Slide Lock would be a penalty for most guns.)

Notes:

1. **Please use cover at P2.**
2. **DO NOT ENGAGE T5 - T8** until you reach the barricade for cover.

Rangemasters “Fun” Shoot

Stage 2 - “What’s Behind Target #1?”



Round Count:
String 1 = **8 Maximum**
String 2 = **8 Maximum**
(16 rounds for the Stage)

Limited Vickers Count
(Cannot make up shots)

String 1:

Shooter starts **fully loaded to capacity** at P1.

- At the sound of the buzzer, **draw** and (with proper use of cover) **engage all threat targets** with **2 Rounds Only** to the **TORSO ONLY** from either or both sides of the barricade.
- Reload as necessary.

String 2:

Shooter starts **fully loaded to capacity** at P1.

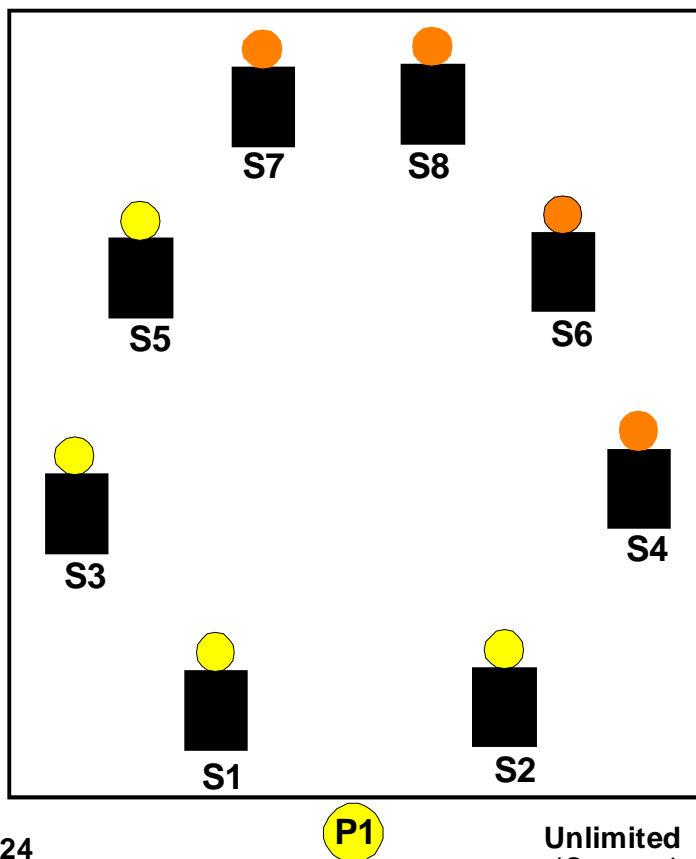
- At the sound of the buzzer, **draw** and (with proper use of cover) **engage all threat targets** with **1 Round Only** to the **HEAD** and **1 Round Only** to the **TORSO** from either or both sides of the barricade.
- Reload as necessary.

Notes:

1. Shooter must properly use cover while engaging targets.

Rangemasters “Fun” Shoot

Stage 3 - “The Color of Order”



Round Count: 24

Unlimited
(Can make up shots)

Shooter starts at **P1** with **10 rounds max** in gun. **No top off between strings.**

String 1 -

- At the sound of the buzzer, shooter will engage all the **YELLOW** plates first then engage all the **ORANGE** plates.

String 2 -

- At the sound of the buzzer, the shooter will engage alternating **ORANGE** plates first then **YELLOW** plates from **back to front**.

Notes:

1. Engage in proper order of colors listed.
2. A **5 second penalty** for a miss on steel.
3. Hits on any other color plates out of order will be a Hit on Non-Threat.

COF Ryan Ursulich