

Range Masters "Fun" Shoot

Results for October 4, 2006

Place	Name (Note)	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	PD
1	Stilwell, Mike	61.74	11	27.05	24.55	5	23.05	20.55	5	11.64	11.14	1
2	Stoddard, Paul	93.07	17	27.66	24.66	6	51.23	45.73	11	14.18	14.18	0
3	Scott, Alan	102.33	32	38.10	28.60	19	42.60	39.10	7	21.63	18.63	6
4	Olson, Landon	102.94	15	35.88	33.88	4	51.04	46.04	10	16.02	15.52	1
5	Spensko, Chance	109.04	19	40.74	36.74	8	49.75	44.75	10	18.55	18.05	1
6	Spensko, Shane	111.10	24	35.57	30.57	10	47.57	43.57	8	27.96	24.96	6
7	Rees, Jerry	112.22	28	36.94	34.44	5	56.80	47.30	19	18.48	16.48	4
8	Phillips, RDan	114.94	16	47.17	44.67	5	48.74	44.24	9	19.03	18.03	2
9	Tenney, Ammon	121.57	77	48.31	29.81	37	49.87	29.87	40	23.39	23.39	0
10	Harris, Thomas	126.67	47	45.78	36.28	19	54.49	42.49	24	26.40	24.40	4
11	Clark, David	126.71	41	52.49	35.49	34	60.53	57.53	6	13.69	13.19	1
12	Scott, Michael Sr.	130.53	23	49.65	42.65	14	60.87	57.37	7	20.01	19.01	2
13	Olson, Rhett	133.20	20	48.54	44.04	9	53.26	47.76	11	31.40	31.40	0
14	Watson, Ken	137.58	61	42.93	35.93	14	54.55	44.55	20	40.10	26.60	27
15	Gustaveson, Mike	163.70	18	50.09	46.59	7	82.63	78.63	8	30.98	29.48	3
16	Nageotte, Jim	165.23	42	49.76	37.76	24	70.91	63.91	14	44.56	42.56	4
17	Henry, Scott	187.11	12	68.59	64.09	9	81.06	80.06	2	37.46	36.96	1
18	Fabela, Ethan	192.52	59	86.15	71.15	30	70.56	59.06	23	35.81	32.81	6
19	Mallon, Jim	210.97	54	42.84	39.34	7	79.59	67.59	24	88.54	77.04	23
20	Burney, Carl	215.77	21	85.77	79.27	13	87.93	86.43	3	42.07	39.57	5
21	Johnson, Michael	217.41	69	75.04	62.04	26	88.44	69.44	38	53.93	51.43	5
22	Hintz, Jesse	255.05	73	102.36	87.36	30	103.17	87.67	31	49.52	43.52	12
23	Hunt, Hollis	257.64	88	75.32	49.32	52	73.54	68.54	10	108.78	95.78	26
24	DeLeeuw, Dave	NT	26	NT	NT	4	43.12	32.62	21	17.70	17.20	1

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.)

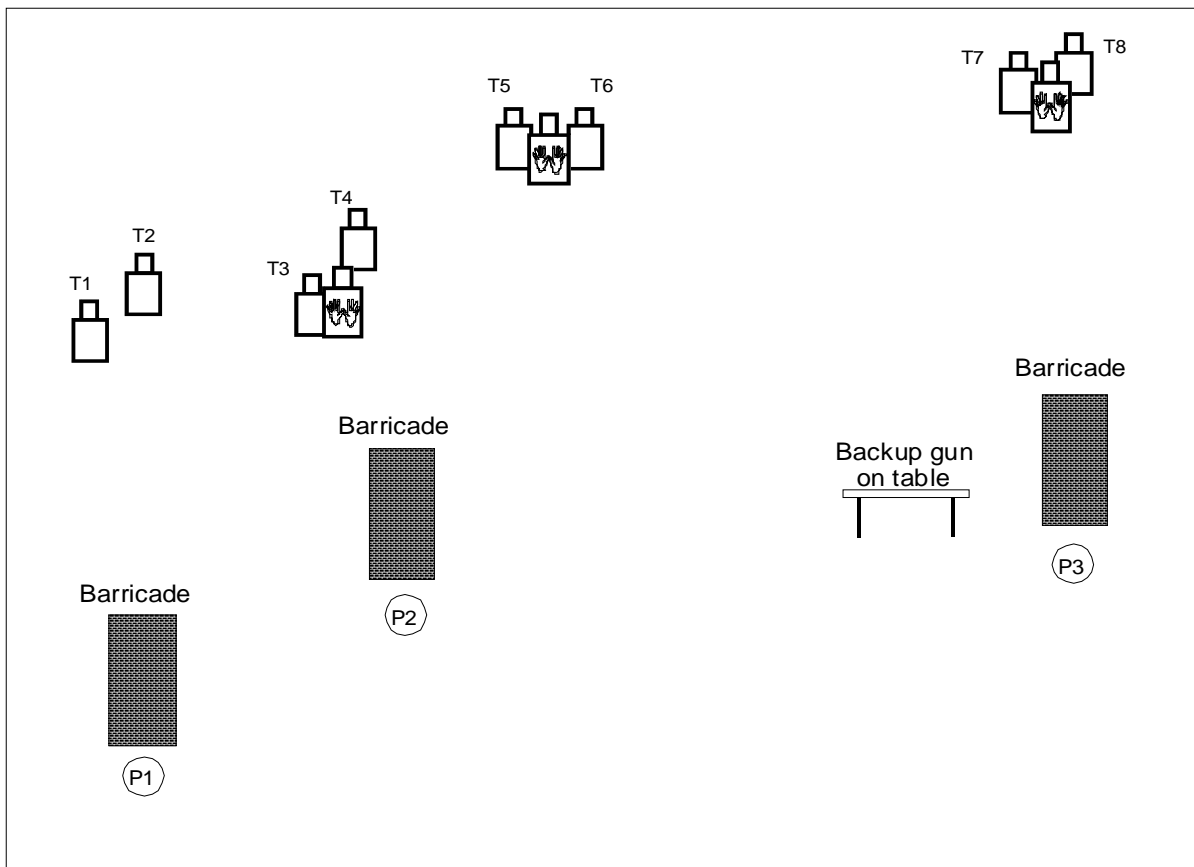
(Rev) = Revolver

DNF = **Did Not Finish**

NT = **No Time** was entered.

Range Masters “Fun” Shoot

Stage 1 - “Grab Your Backup”



Round Count:
String 1 = 16 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 T1 and T2 with 2 rounds each** from **either side of the barricade**.
- **Move to P2** and engage **T3 and T4 with 2 rounds each** from the **LEFT SIDE** of the barricade, then **engage T5 and T6 with 2 rounds each** from the **RIGHT SIDE** of the barricade.
- **Move to P3** and **place** shooter's **gun on the table WITH THE SAFETY ON**. **Pick up the backup gun, move to cover** and **engage T7 and T8 with 2 rounds each**.

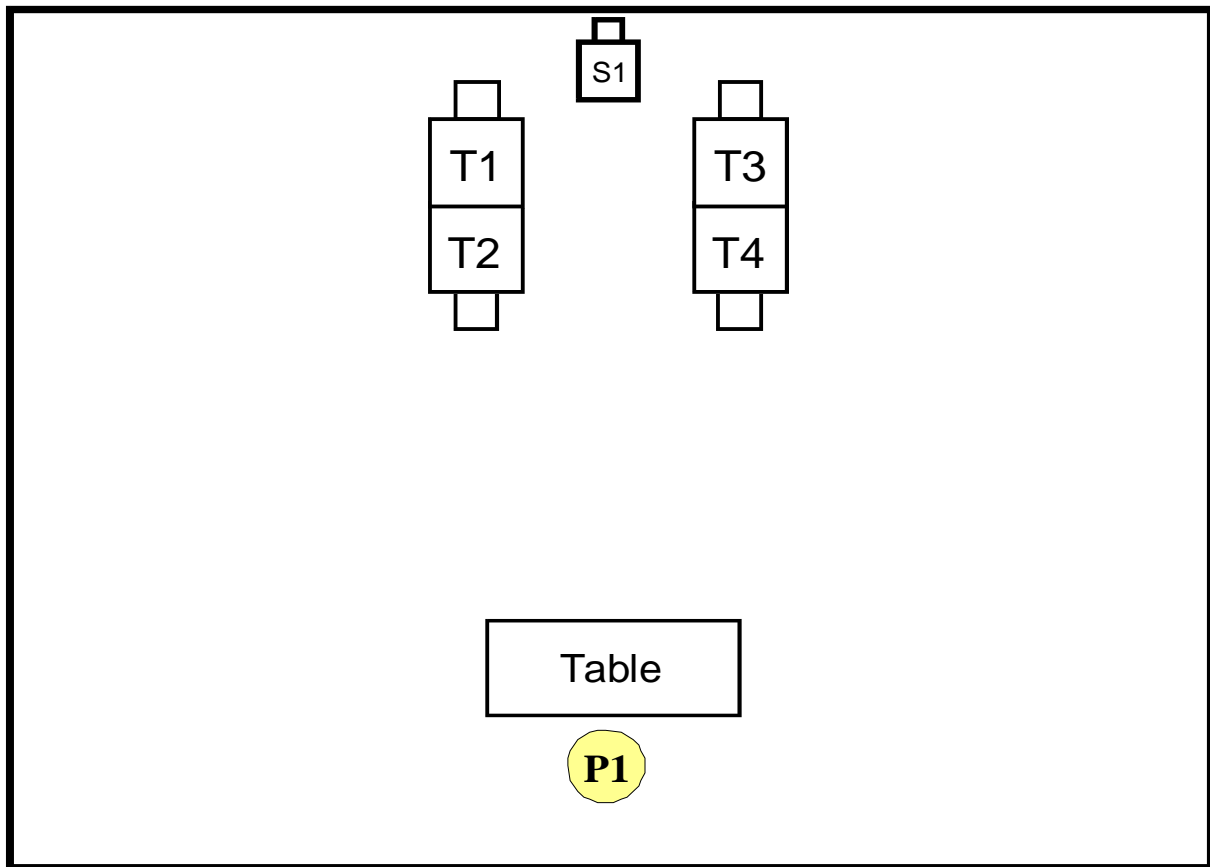
Notes:

1. S.O. will provide backup gun.(S&W 686 revolver)
2. Shooter must use cover at all positions.

COF designed by Mike Rodriguez

Range Masters “Fun” Shoot

Stage 2 - “Sitting Down on the Job”



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

Vickers Count
(Can make up shots)

String 1 -

Shooter starts at **P1** sitting at the table with **empty gun on the table** and all **magazines/speedloaders** that the shooter will use also sitting on the table.

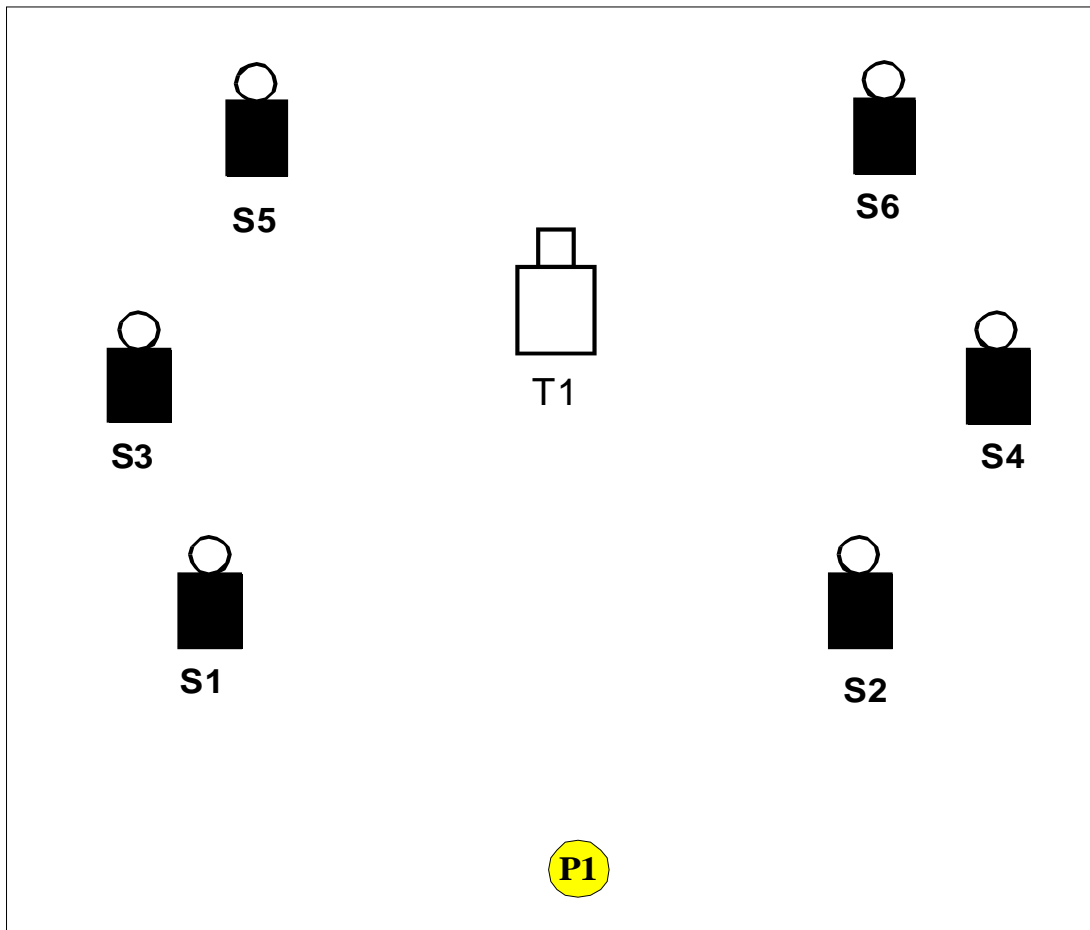
- At the sound of the buzzer, **pick up the gun, load it** and **engage T1 and T2** with **2 shots to the body** and **1 shot to the head** using **Strong Hand Only**.
- **Perform a reload** using another magazine/speedloader from the table and **engage T3 and T4** with **2 shots to the body** and **1 shot to the head** using **Weak Hand Only**.
- **Perform another reload** and **engage S1** with **4 shots Freestyle** (both hands).

Notes:

1. Shooter must shoot from a sitting position for all shots.
2. All magazines/speedloaders used must be placed on the table..
3. Shooter can use both hands for load/reloads but must shoot using whatever hand is indicated after the load/reload.
4. Shooter must be very careful when changing hands to shoot weak handed and during reloading.

Range Masters “Fun” Shoot

Stage 3 - “Paper and Steel”



Round Count:

String 1 = **12 minimum**
(**12** 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 and engage targets in the following order:
 - S1** until **knocked down** then **T1** with **1 round** (body or head)
 - S2** until **knocked down** then **T1** with **1 round** (body or head)
 - S3** until **knocked down** then **T1** with **1 round** (body or head)
 - S4** until **knocked down** then **T1** with **1 round** (body or head)
 - S5** until **knocked down** then **T1** with **1 round** (body or head)
 - S6** until **knocked down** then **T1** with **1 round** (body or head)
- Reload as necessary.