

# Range Masters "Fun" Shoot

Results for June 1, 2011

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Olson, Landon	NO	76.42	16	30.89	24.39	13	18.48	16.98	3	27.05	13.24	13.81	
2	Majers, Steve	O	85.55	22	32.26	24.26	16	21.79	18.79	6	31.50	14.52	16.98	
3	Rodriquez, Mike	O	98.69	30	33.95	32.45	3	38.56	25.06	27	26.18	13.23	12.95	
4	DeLeeuw, Dave	O	100.85	42	25.70	21.70	8	29.39	15.39	28	45.76	22.33	20.43	6
5	Galt, John	NO	102.34	32	34.89	27.89	14	33.37	24.37	18	34.08	20.03	14.05	
6	Hubbard, Corey	NO	105.70	24	41.87	34.87	14	29.75	24.75	10	34.08	18.35	15.73	
7	Price, Mike	NO	117.68	25	37.31	36.31	2	38.32	26.82	23	42.05	20.62	21.43	
8	Clark, David G.	NO	128.90	7	46.43	43.93	5	28.44	27.44	2	54.03	27.43	26.60	
9	Ursulich, Ryan	NO	132.47	73	42.87	29.37	27	43.43	20.43	46	46.17	25.53	20.64	
10	Waldo, Ralph	NO	132.88	57	45.45	43.95	3	54.44	27.44	54	32.99	18.59	14.40	
11	Phillips, R Dan	NO	135.93	40	42.11	30.11	24	34.61	31.61	6	59.21	36.04	18.17	10
12	Rees, Jerry (Rev)	NO	146.50	50	51.94	41.44	21	44.65	30.15	29	49.91	21.31	28.60	
13	Clark, David H. (Rev)	NO	156.26	56	50.62	41.62	18	51.13	32.13	38	54.51	29.12	25.39	
14	Redford, "Red" (Rev)	NO	158.97	14	44.43	42.93	3	42.61	37.11	11	71.93	35.45	36.48	
15	Mallon, Jim (2)	NO	163.85	66	57.58	43.58	28	51.78	32.78	38	54.49	28.76	25.73	
16	Littlefield, Stan	NO	164.92	67	56.51	43.51	26	50.33	29.83	41	58.08	26.17	31.91	
17	Turner, Dave	NO	168.25	31	45.23	36.23	18	61.02	54.52	13	62.00	32.33	29.67	
18	Mallon, Jim (1)	NO	169.51	48	65.80	47.80	36	35.36	29.36	12	68.35	38.92	29.43	
19	Coon, Marv	NO	209.74	59	55.32	46.32	18	60.78	40.28	41	93.64	49.55	44.09	
20	Coon, Marv	O	223.37	119	68.85	48.35	41	67.55	28.55	78	86.97	53.32	33.65	
21	Whitaker, Scott	NO	240.83	59	74.18	48.68	51	54.62	50.62	8	112.03	44.24	67.79	
22	Van Ausdal, Brian (Rev)	NO	270.76	124	68.45	55.45	26	89.81	40.81	98	112.50	79.84	32.66	
23	Juber, Ken	NO	459.25	178	155.00	125.00	60	96.98	47.98	98	207.27	145.38	51.89	20

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

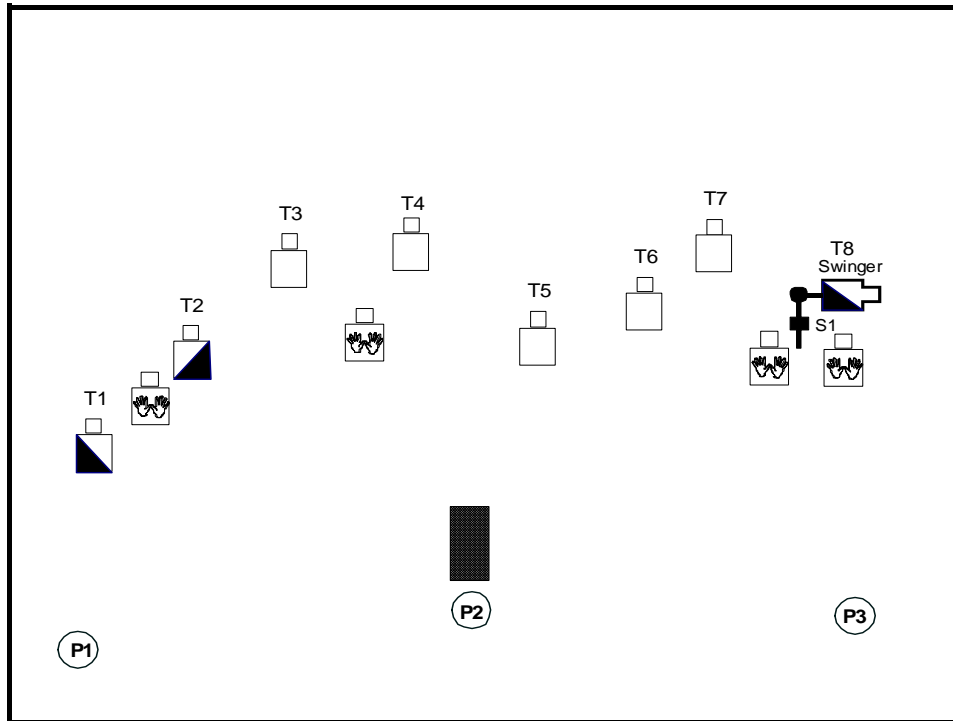
XX Indicates that the Points Down value includes some kind of penalty  
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Hard Start, Hard End”



**Round Count:**  
String 1 = 17 minimum  
(17 rounds for the stage)

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

### String 1 -

Shooter starts fully loaded at **P1**.

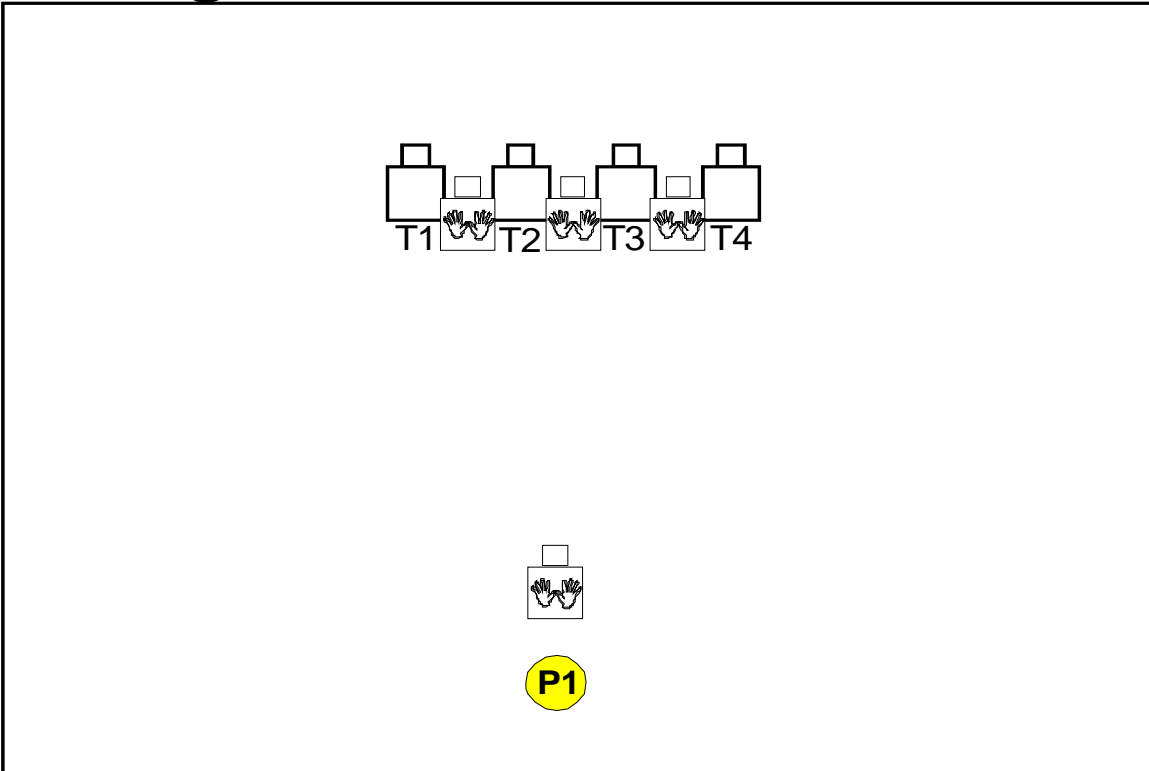
- At the sound of the buzzer, draw, and while moving to the Barricade at **P2**, engage **T1 -T3** with **2 rounds to each BODY**.
- From the **LEFT side of cover** at **P2**, engage **T4** with **2 rounds to the HEAD ONLY**, then from the **RIGHT side of cover**, engage **T5** with **2 rounds to the HEAD ONLY**.
- **While moving to P3**, engage **T6 & T7** with **2 rounds** to the **BODY**.
- **After reaching P3**, shoot out the Swinger Trip Plate (**S1**), then engage **T8** with **2 rounds**.

### Notes:

1. **DO NOT ENGAGE S1 or T8 until you reach the P2 position.**

# Range Masters “Fun” Shoot

## Stage 2 - “Peek-a-Boo Non-Threat”



**Round Count:**  
String 1 = 16 Min  
Stage = 16 Min

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

### String 1 -

Shooter starts standing in the box at **P1** with pistol loaded and holstered and **back to targets**.

- At the sound of the buzzer, turn, draw and engage **T1-T4** with **2 rounds** to the **TORSO** from **one side of the non-threat**.
- **Perform a mandatory reload** then reengage **T1-T4** with **2 rounds** to the **HEAD** from the **opposite side of the non-threat**.

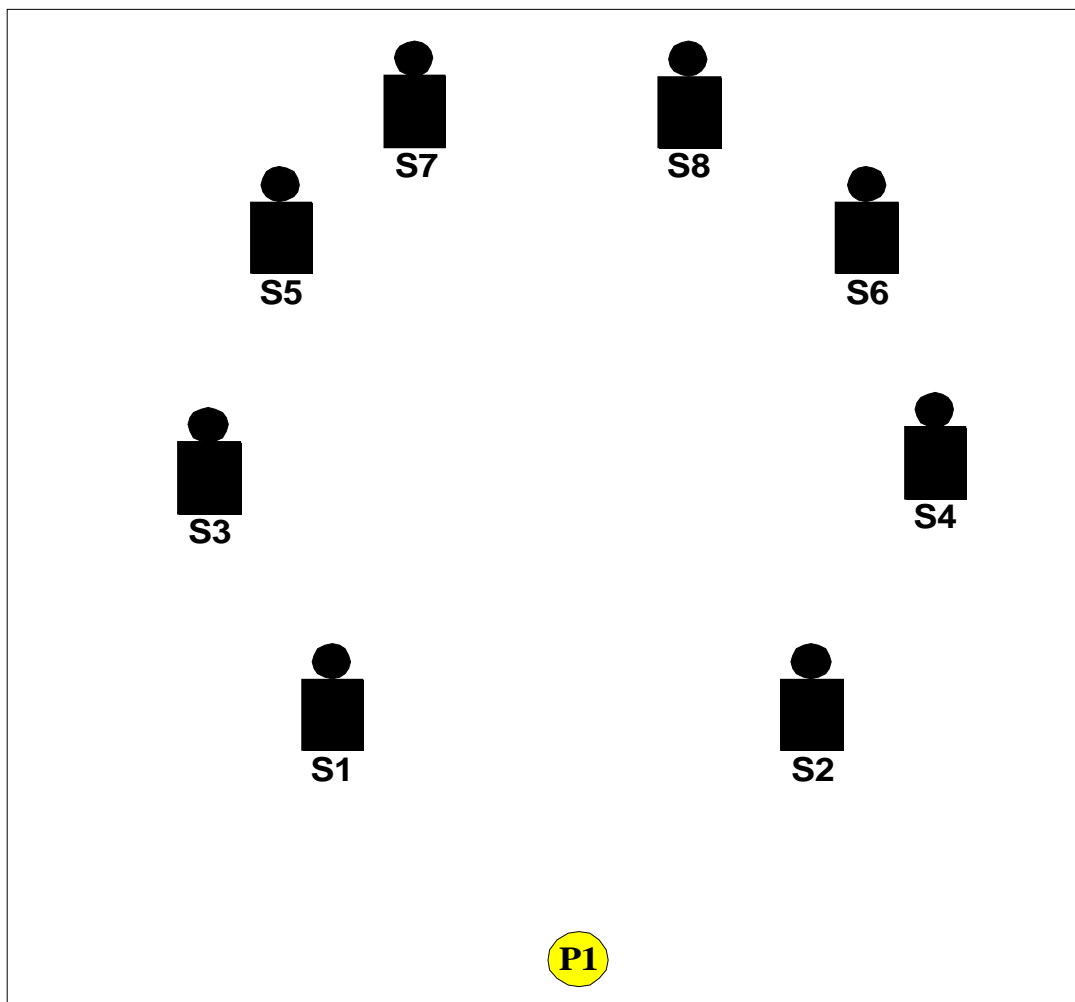
### Notes:

1. **DO NOT SHOOT THE WALLS!**
2. **Shooter must remain in the box.**

COF designed by Landon Olson

# Range Masters “Fun” Shoot

## Stage 3 - “4 X 4”



**Round Count:**  
**16 Rds. Minimum**

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

### String 1 -

Shooter starts at **P1** with **fully loaded gun**.

- At the buzzer, draw and engage **ANY FOUR plates** in **ANY order**, until they fall. Use any technique - strong or weak hand, both hands, gangsta, mobster, etc.
- Perform a reload with retention after **FOUR (4)** plates have been knocked down, then finish engaging the remaining **4** plates until down.
- Reload as needed, but **do not top off after the string**.

### String 2 -

Shooter starts at **P1** with **whatever rounds were left in the gun from String 1**.

- Same as String 1 above.
- Reload as necessary.

### Notes:

1. Excluding .22 shooters, if any plates fail to drop, a Miss-on-Steel penalty of 5 seconds will be given.
2. No magazines with rounds in them will hit the deck, otherwise, a procedural penalty will be given.