

# Range Masters "Fun" Shoot

Results for February 21, 2006

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
		Shoot Total	Points Down										
1	Stilwell, Mike	78.85	12	24.43	23.93	1	32.75	27.25	11	21.67	10.14	11.53	0
2	Mortenson, Bryan	81.10	21	25.56	22.06	7	34.88	27.88	14	20.66	9.10	11.56	0
3	Koski, Steve (35)	95.92	38	32.98	24.98	16	44.06	33.06	22	18.88	11.68	7.20	0
4	Terry, Mark (Rev)	97.70	27	29.01	27.51	3	40.90	33.90	14	27.79	10.37	12.42	10
5	Majers, Steve	108.58	12	33.60	32.10	3	41.71	37.21	9	33.27	14.90	18.37	0
6	Webster, Scott	113.22	39	38.41	28.91	19	45.27	35.27	20	29.54	15.58	13.96	0
7	Koski, Steve (27)	118.19	39	37.57	29.57	16	49.46	37.96	23	31.16	15.25	15.91	0
8	Taylor, Josh	120.10	34	43.76	34.76	18	45.24	37.24	16	31.10	16.15	14.95	0
9	DeLeeuw, Dave	120.47	27	44.00	33.50	21	41.40	38.40	6	35.07	16.29	18.78	0
10	Thomas, Kevin	122.14	33	38.26	36.26	4	53.67	39.17	29	30.21	14.95	15.26	0
11	Young, Ren	123.59	36	32.20	27.70	9	61.43	47.93	27	29.96	16.67	13.29	0
12	Bullock, Curtis	130.93	40	42.04	37.04	10	52.68	40.68	24	36.21	15.04	18.17	6
13	Nelson, Jeremy	132.37	49	50.02	35.52	29	50.28	40.28	20	32.07	16.73	15.34	0
14	Thorne, Ken	139.99	39	45.90	37.40	17	50.92	39.92	22	43.17	24.38	18.79	0
15	Hatch, Ryan	143.00	56	37.58	32.08	11	67.99	45.49	45	37.43	13.59	23.84	0
16	Scott, Michael	145.35	47	51.66	41.16	21	55.97	42.97	26	37.72	19.10	18.62	0
17	Huff, Blake (Rev)	147.09	27	44.69	42.69	4	66.96	55.46	23	35.44	19.51	15.93	0
18	Phillips, RDan	149.61	52	45.72	36.72	18	60.13	43.13	34	43.76	25.66	18.10	0
19	Bye, Tyler	153.94	65	41.99	31.99	20	70.07	47.57	45	41.88	19.91	21.97	0
20	Clark, David (Rev)	154.35	37	41.40	34.90	13	61.99	49.99	24	50.96	35.00	15.96	0
21	Collins, John	156.60	57	50.85	38.35	25	55.67	39.67	32	50.08	26.92	23.16	0
22	Johnson, Keith	157.88	50	59.14	46.64	25	63.42	50.92	25	35.32	17.71	17.61	0
23	Bye, Landon	158.42	69	41.78	33.28	17	65.96	39.96	52	50.68	25.94	24.74	0
24	Koski, Steven (.22)	160.60	4	34.95	33.95	2	81.82	80.82	2	43.83	22.84	20.99	0
25	Limb, Brandon	167.18	47	53.46	41.46	24	68.23	56.73	23	45.49	21.99	23.50	0
26	Brough, Joe	171.36	78	54.90	42.90	24	69.19	42.19	54	47.27	27.31	19.96	0
27	Zufelt, Auddie (.22)	177.31	36	64.49	54.49	20	61.52	53.52	16	51.30	26.16	25.14	0
28	Rees, Jerry (Rev)	186.23	94	54.37	34.87	39	76.10	51.60	49	55.76	26.68	26.08	6
29	Maloney, Ryan	186.73	95	59.03	41.03	36	75.16	45.66	59	52.54	31.48	21.06	0
30	Scott, Alan (Rev)	187.40	71	60.00	43.00	34	71.62	53.12	37	55.78	28.77	27.01	0
31	Moffat, Jeol	197.69	62	86.34	73.84	25	57.71	39.21	37	53.64	27.54	26.10	0
32	Loveless, Doug (Rev)	201.26	66	60.03	47.03	26	75.18	55.18	40	66.05	33.91	32.14	0
33	Burney, Carl	216.36	47	84.26	80.26	8	85.82	66.32	39	46.28	24.93	21.35	0
34	Edwards, Preston	220.56	54	81.72	73.72	16	87.02	68.02	38	51.82	29.35	22.47	0
35	Brook, Aaron (.22)	225.36	71	77.17	62.17	30	79.24	58.74	41	68.95	41.72	27.23	0
36	Dalton, Dell	226.82	46	83.97	75.97	16	70.64	55.64	30	72.21	43.14	29.07	0
37	Gustaveson, Mike	229.44	38	85.73	82.73	6	85.48	69.48	32	58.23	33.51	24.72	0
38	Branson, Jason	229.82	73	72.92	60.92	24	74.39	49.89	49	82.51	48.32	34.19	0
39	Majers, Steve Jr. (.22)	230.03	87	82.54	65.04	35	76.96	50.96	52	70.53	39.81	30.72	0
40	Williams, Pete	231.74	71	67.31	56.31	22	82.41	57.91	49	82.02	51.13	30.89	0
41	Dudley, Chris	247.78	118	64.35	37.85	53	78.89	46.39	65	104.54	57.68	46.86	0
42	Huff, Travis	260.83	111	89.54	69.04	41	87.05	52.05	70	84.24	44.97	39.27	0
43	Thomas, Preston	267.60	86	73.03	57.03	32	76.77	49.77	54	117.80	67.69	50.11	0
44	Roberts, Russell (.22)	307.07	106	89.60	62.60	54	101.90	75.90	52	115.57	64.51	51.06	0
45	Rodriquez, Mike	DNF	DNF	32.52	29.52	6	DNF	DNF		24.87	12.65	12.22	0

## Notes:

- 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

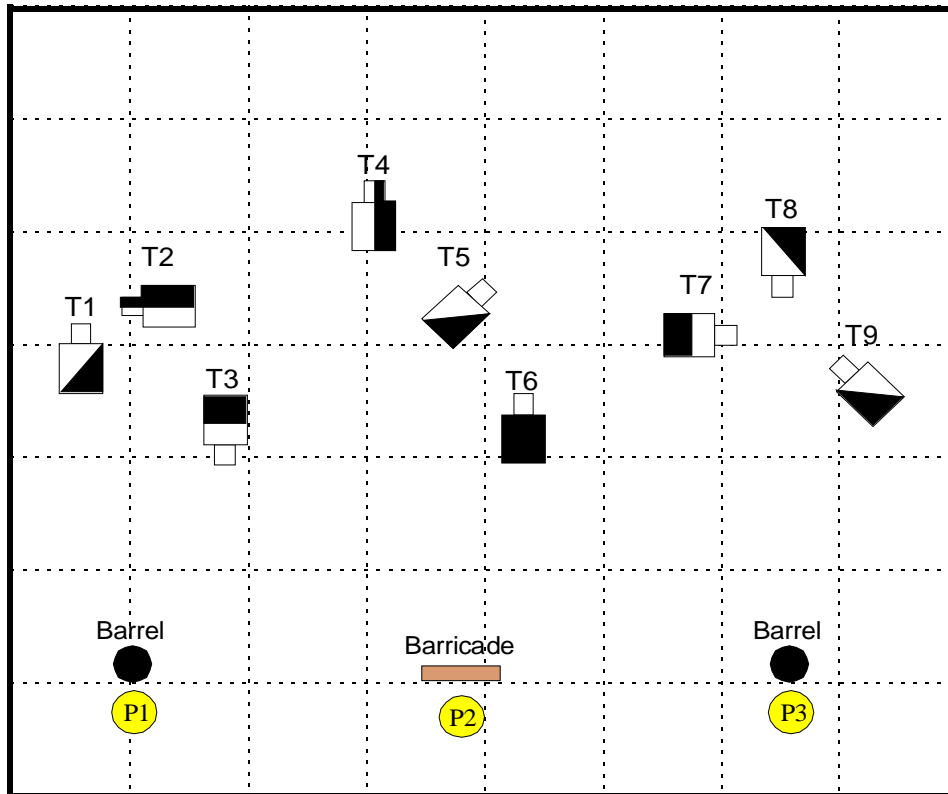
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses-on-Steel, etc.)

(Rev) = Revolver

DNF = Did Not Finish

# Range Masters “Fun” Shoot

## Stage 1 - “Cover, Cover, Cover”



### Round Count:

String 1 = **18 minimum**  
(18 rounds for the stage)

### Vickers Count

(Can make up shots)

### Scoring:

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

### String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw, kneel behind the barrel and (with proper use of cover) engage targets **T1, T2 and T3** with **2 rounds each (body or head)** from **either side of the barrel**.
- Move to position **P2**, and (with proper use of cover) engage **T4, T5 and T6** with **2 rounds each (T4 & T5 body or head, T6 head only)** from **either side of the barricade**.
- Move to position **P3**, and (with proper use of cover) engage targets **T7, T8 and T9** with **2 rounds each (body or head)** from **either side of the barrel**.
- Reload as necessary.

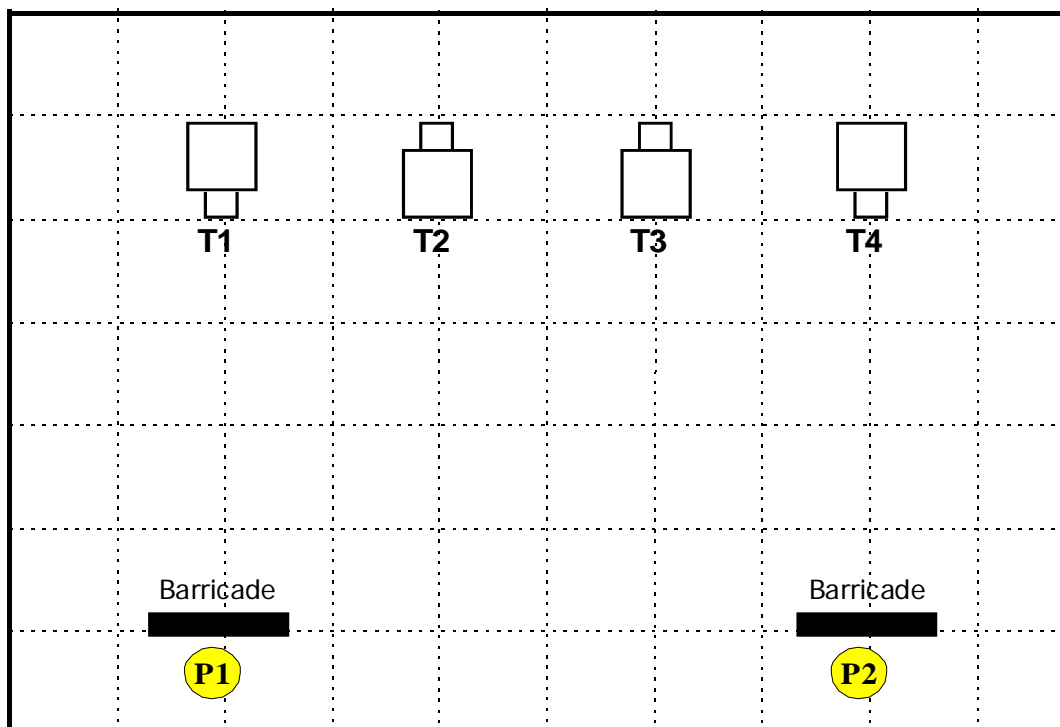
### Notes:

1. **DO NOT** shoot over either of the barrels.
2. **Full hits** on **hard cover** will count as a **miss**.
2. “Slice-the-Pie” at each cover position.
3. **DO NOT** engage targets until you reach the appropriate cover position.
4. **T6** is a head shot only.

COF created by Ren Young

# Range Masters “Fun” Shoot

## Stage 2 - “Pop and Stop”



**Round Count:**  
String 1 = **24 minimum**  
(24 rounds for the stage)

**Limited Vickers Count**  
(Cannot make up shots)

**Scoring:**  
Targets are only scored  
after the shooter completes  
all Strings.

### String 1:

Shooter starts fully loaded at **P1** -

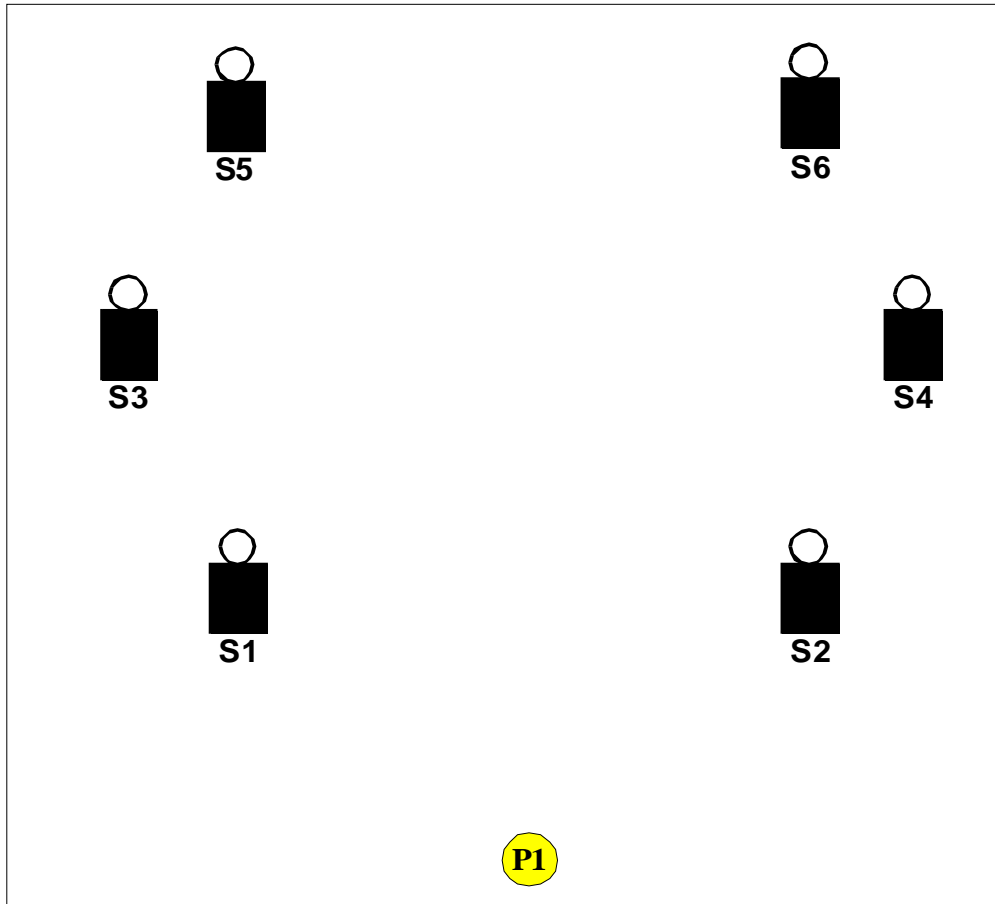
- At the start signal, draw, and from the **right side of the barricade**, engage **all targets** with **1 round to each body only**.
- Re-engage all targets with **1 round to each head only**, then perform a **Reload with Retention**.
- **While moving to P2**, engage **all targets** with **1 round to each body only**.
- At **P2**, from the **left side of the barricade**, engage **all targets** with **1 round to each body**,
- Re-engage **all targets** with **1 round to each head only**.
- **While moving back to P1**, engage **all targets** with **1 round to each head only**.
- Reload as necessary after the mandatory Reload with Retention

### Note:

1. Revolver shooters **do not** need to perform the required **Reload with Retention**.
2. Reloads should normally be done from behind cover when cover is available.

# Range Masters “Fun” Shoot

## Stage 3 - “Exercise in Retention”



### Round Count:

String 1 = **6 minimum**  
String 2 = **6 minimum**  
(**12 rounds** for the stage)

### Vickers Count

(Can make up shots)

### String 1 -

Shooter starts fully loaded at **P1**.

- At the buzzer, draw and shoot **S1 and S2** until hit once.
- Perform a **Reload with Retention** and then hit **S3 and S4** until hit once.
- Perform a **Reload with Retention** and then hit **S5 and S6** until hit once.

### String 2 -

Same as String 1.

### Notes:

1. A solid hit on any of the plates will count as a hit.
2. Any missed plate will count as a 5-second “Misses-On-Steel” penalty.