

# Rangemasters Handgun "Fun" Shoot Results - February 4, 2015

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	String 3	PD
1	Mathis, David	NO	51.51	14	21.33	18.83	5	17.58	6.35	6.73	9	12.60	2.95	5.34	4.31	
2	Kemp, Tony (#1)	O	55.28	14	22.57	20.07	5	18.73	7.69	6.54	9	13.98	5.01	5.82	3.15	
3	Kemp, Tony (#2)	O	57.56	12	23.76	23.76		20.71	6.86	7.85	12	13.09	3.80	4.71	4.58	
4	Jacobson, Justin (#2)	NO	61.30	16	27.50	25.00	5	18.77	8.11	8.16	5	15.03	3.90	4.70	3.43	6
5	Jacobson, Justin (#1)	NO	63.54	21	28.39	22.39	12	21.89	7.19	10.20	9	13.26	2.94	7.17	3.15	
6	Hubbard, Corey	NO	65.36	12	30.37	29.37	2	21.43	8.17	8.26	10	13.56	5.71	3.87	3.98	
7	Scott, Alan	NO	66.18	14	28.85	26.35	5	19.14	7.37	7.27	9	18.19	7.27	5.22	5.70	
8	Redford, Red	NO	69.03	15	29.20	26.70	5	24.75	10.10	9.65	10	15.08	4.68	6.55	3.85	
9	Hatfield, Todd	NO	71.22	5	25.82	25.82		21.89	9.47	9.92	5	23.51	7.64	9.54	6.33	
10	Huff, Blake	O	71.59	3	32.33	32.33		21.27	8.39	11.38	3	17.99	6.62	6.93	4.44	
11	Rodriquez, Mike	NO	71.77	13	31.49	30.99	1	25.18	9.83	9.35	12	15.10	4.18	7.21	3.71	
12	Greer, Seth	NO	72.83	42	26.48	21.48	10	29.28	5.71	7.57	32	17.07	5.32	5.37	6.38	
13	Young, Jason	NO	76.83	17	30.23	30.23		21.14	6.58	6.06	17	25.46	3.58	4.99	16.89	
14	Finn, James	O	78.50	15	42.48	41.48	2	23.05	8.15	8.40	13	12.97	5.26	4.09	3.62	
15	Hatfield, Todd	NO	80.67	12	31.46	31.46		22.28	8.11	8.17	12	26.93	5.99	6.37	14.57	
16	Tuttle, Austin	NO	80.98	9	37.99	37.99		25.96	11.33	10.13	9	17.03	4.82	5.91	6.30	
17	Brett, Josh	NO	81.31	24	22.87	21.87	2	32.07	11.65	9.42	22	26.37	4.07	7.61	14.69	
18	KC	NO	82.47	27	31.85	26.85	10	34.09	6.95	18.64	17	16.53	7.57	5.35	3.61	
19	Phillips, R Dan	NO	85.77	9	40.08	40.08		24.43	9.65	10.28	9	21.26	3.97	4.51	12.78	
20	Martin, Jeanette	NO	86.10	15	38.54	37.54	2	27.92	12.11	12.31	7	19.64	6.92	6.82	2.90	6
21	Rees, Jerry	NO	86.93	18	29.49	27.99	3	28.78	10.71	10.57	15	28.66	6.59	11.94	10.13	
22	Clark, David	NO	87.24	10	40.72	40.72		26.49	10.87	10.62	10	20.03	5.99	6.57	7.47	
23	Scott, Mike	NO	87.75	19	34.52	34.02	1	27.38	10.00	8.38	18	25.85	9.26	5.78	10.81	
24	Buchanan, Ben	NO	92.81	22	37.51	34.01	7	33.62	13.72	12.40	15	21.68	8.10	7.65	5.93	
25	Jolly, Jenn (Rev)	NO	93.42	7	38.91	38.91		25.12	10.67	10.95	7	29.39	7.40	13.16	8.83	
26	Hatfield, Auston (#1)	NO	99.19	39	28.49	17.99	21	34.31	11.22	14.09	18	36.39	5.86	15.53	15.00	
27	Hatfield, Auston (#2)	NO	100.35	48	26.85	20.35	13	37.70	13.18	7.02	35	35.80	12.28	14.39	9.13	
28	Clark, David (Rev)	NO	100.93	19	47.20	46.70	1	31.44	11.02	11.42	18	22.29	6.84	11.77	3.68	
29	Jeffs, Randall	NO	106.54	25	44.33	31.83	25	34.96	19.35	15.61		27.25	7.87	12.54	6.84	
30	Davis, Keith (Rev)	NO	109.62	8	32.92	32.92		35.74	17.59	14.15	8	40.96	7.13	18.28	15.55	
31	Waldo, Ralph	NO	110.01	17	32.19	28.19	8	28.61	12.01	12.10	9	49.21	12.71	26.35	10.15	
32	Finn, James	NO	117.24	14	41.88	41.88		26.13	8.23	10.90	14	49.23	35.33	5.53	8.37	
33	Greer, Gabe	NO	118.55	22	29.91	27.41	5	29.10	9.47	11.13	17	59.54	29.57	22.82	7.15	
34	Nunnally, Andrew	NO	118.88	27	53.91	45.91	16	34.75	13.52	15.73	11	30.22	8.42	9.17	12.63	
35	Rees, Jerry (Rev)	NO	120.18	31	53.06	53.06		33.67	9.65	8.52	31	33.45	20.09	5.87	7.49	
36	Septon, Allen	NO	128.25	13	32.89	32.89		40.12	16.81	16.81	13	55.24	21.22	13.78	20.24	
37	Lawrence, Ken	NO	128.62	29	56.10	50.60	11	38.78	17.07	12.71	18	33.74	8.19	6.37	19.18	
38	Martin, Ken	NO	132.00	0	53.54	53.54		48.74	24.61	24.13		29.72	9.92	11.12	8.68	
39	Sandgren, Max	NO	139.96	14	40.73	40.73		43.09	20.00	16.09	14	56.14	5.20	38.67	12.27	
40	Scott, Gus (.22)	NO	148.19	24	77.11	68.61	17	36.28	20.36	12.42	7	34.80	16.23	14.06	4.51	
41	Groesbeck, Bryce	NO	175.16	87	53.39	46.89	13	58.19	14.92	11.27	64	63.58	5.62	44.59	8.37	10

## Notes:

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

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

(REV) = Revolver

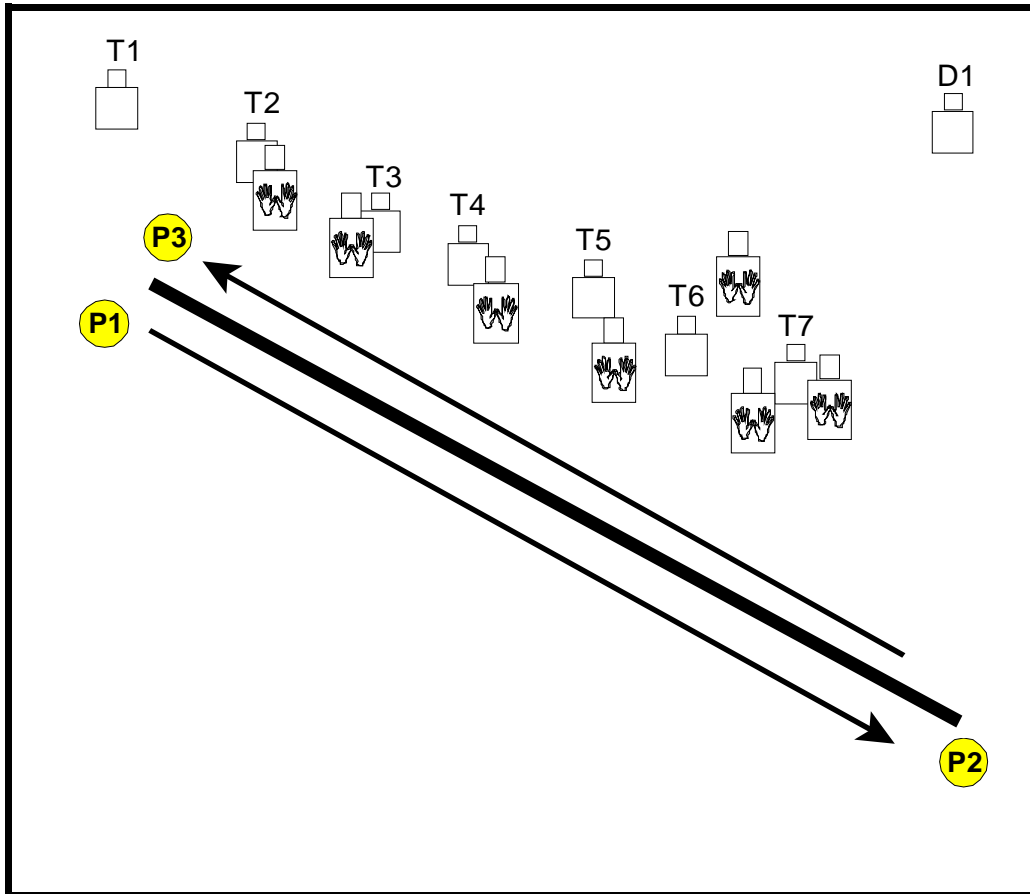
**XX** Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

**DNF** = Did Not Finish

**NS** = No Score

# Rangemasters “Fun” Shoot

## Stage 1 - “It’s an Angle, Baby”



**Round Count:**  
22 rounds minimum

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

### String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, shooter advances to **P2**.
- At **P2**, draw and engage **D1** from cover and then targets **T7** through **T1** with **2 rounds** to the **BODY** and **1** to the **HEAD** while moving to **P3**.

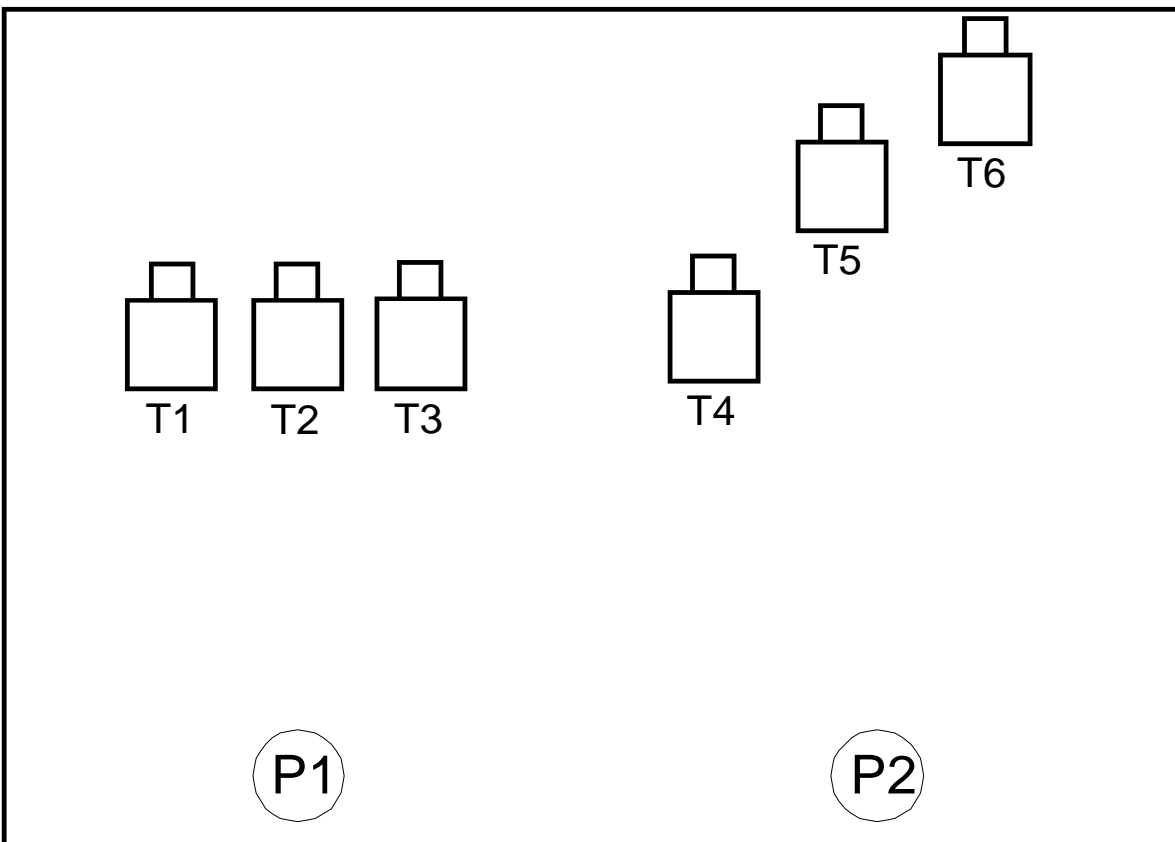
### Notes:

1. Do not shoot the walls.
2. While on the move, be mindful of the 180 line and don't sweep your feet.
3. Do not shoot through the barricade.
4. Failure to neutralize **D1** is a Miss-On-Steel.

COF Ryan Ursulich

# Rangemasters “Fun” Shoot

## Stage 2 - “Revolver Friendly”



### Round Count:

String 1 = **12 rounds**

String 2 = **12 rounds**

(**24 rounds** for the stage)

### Limited Vickers Count

(**Cannot** make up shots)

### String 1 -

Shooter starts fully loaded at **P1**.

- At the buzzer, draw and engage **T1 - T3** with **2 rounds each**, perform a reload and reengage **T1 - T3** with **2 rounds each**.

### String 2 -

Shooter starts fully loaded at **P2**.

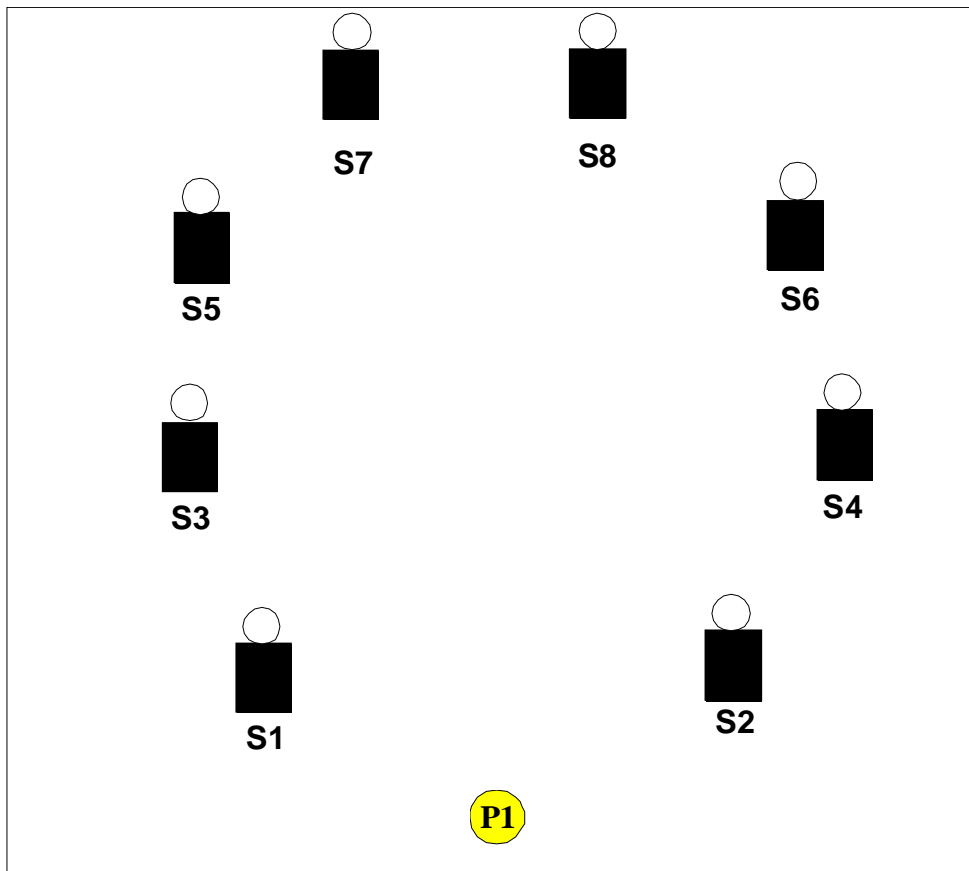
- At the buzzer, draw and engage **T4 - T6** with **2 rounds each**, perform a reload and reengage **T4 - T6** with **2 rounds each**.

### Notes:

1. Do not shoot the walls.

# Rangemasters “Fun” Shoot

## Stage 3 - “Damn’d Plates”



**Round Count:**  
8 Min. rounds for stage.

**Vickers Count**

### String 1 -

Shooter starts fully loaded and holstered.

- At the sound of the buzzer, draw and engage **S1** and **S2** then **S8** until plates are knocked down.
- Shooter can reload during string if necessary, but **DO NOT TOP OFF BEFORE HOLSTERING**.

### String 2 -

Shooter starts holstered with whatever rounds were remaining from String 1.

- At the sound of the buzzer, draw and engage **S3** and **S4** then **S7** until plates are knocked down.
- Shooter can reload during string if necessary, but **DO NOT TOP OFF BEFORE HOLSTERING**.

### String 3 -

Shooter starts holstered with whatever rounds were remaining from String 2.

- At the sound of the buzzer, draw and engage **S5** and **S6** until plates are knocked down. Shooter can reload during string if necessary.

### Notes:

1. **No Reloads between Strings.**
2. Plates knocked down out of sequence will receive a Procedural Penalty for each plate.