

Range Masters "Fun" Shoot

Results for November 16, 2010

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Stilwell, Michael	O	64.69	9	24.56	20.06	9	26.36	7.54	10.04	8.78		13.77	3.61	3.66	3.05	3.45	
2	McGregor, Scott	NO	66.21	6	23.48	21.98	3	28.45	7.29	8.08	11.58	3	14.28	3.55	3.64	3.89	3.20	
3	Mathis, David	NO	71.57	22	22.52	18.52	8	30.16	5.52	7.71	9.93	14	18.89	5.41	5.32	4.63	3.53	
4	Majers, Steve	O	78.32	18	28.53	21.53	14	29.78	6.61	10.35	10.82	4	20.01	6.09	4.48	3.64	5.80	
5	DeLeeuw, Dave	O	91.13	32	39.45	27.95	23	34.84	7.38	8.66	14.30	9	16.84	4.49	3.81	4.32	4.22	
6	Majers, Steve Jr.	O	91.14	42	34.57	28.07	13	39.09	7.04	8.63	8.92	29	17.48	5.60	4.13	4.01	3.74	
7	Rees, Jerry	NO	94.39	32	30.30	28.30	4	42.68	7.52	8.24	12.92	28	21.41	4.99	5.37	4.41	6.64	
8	Clark, David	NO	99.52	22	38.23	36.23	4	39.37	8.03	9.39	12.95	18	21.92	6.99	4.76	5.52	4.65	
9	Hubbard, Corey	NO	101.59	36	49.68	34.68	30	30.71	8.19	7.66	11.86	6	21.20	6.69	4.39	3.72	6.40	
10	Simons, Jordan	NO	106.14	50	42.69	31.19	23	44.25	8.04	9.25	13.46	27	19.20	5.06	4.91	5.27	3.96	
11	Scott, Michael Sr.	NO	108.05	28	39.91	32.41	15	39.47	7.33	8.00	17.64	13	28.67	7.53	4.72	9.95	6.47	
12	Price, Mike	NO	112.42	36	42.81	33.81	18	35.32	7.05	7.55	11.72	18	34.29	7.89	7.51	9.39	9.50	
13	Phillips, RDan	NO	117.96	35	49.93	40.93	18	44.42	6.81	8.83	20.28	17	23.61	7.21	3.62	4.35	8.43	
14	Greer, Seth	NO	127.58	49	44.24	39.74	9	47.44	7.61	7.31	12.52	40	35.90	10.20	10.44	8.17	7.09	
15	Duncan, Dave	NO	133.76	44	53.28	46.28	14	49.30	7.94	11.43	14.93	30	31.18	8.35	7.08	8.45	7.30	
16	Butterfield, Chad	NO	134.82	37	61.31	52.81	17	47.02	10.66	9.63	16.73	20	26.49	7.32	6.67	6.37	6.13	
17	King, Corey	NO	135.08	51	41.86	37.36	9	53.41	7.33	9.25	15.83	42	39.81	10.71	8.95	11.91	8.24	
18	Waldo, Ralph	NO	136.36	42	58.50	45.00	27	40.09	10.36	8.78	13.45	15	37.77	13.57	9.19	7.92	7.09	
19	Amburn, Andrew	NO	138.25	42	49.43	39.43	20	57.91	8.66	16.77	21.48	22	30.91	7.96	9.13	7.15	6.67	
20	Van Ausdal, Brian	NO	140.26	66	62.52	45.52	34	41.31	7.56	7.30	10.45	32	36.43	11.80	10.62	4.73	9.28	
21	Rhoades, Charley	NO	140.35	44	59.62	41.62	36	35.93	7.16	8.56	16.21	8	44.80	7.95	9.31	15.45	12.09	
22	Boice, Cooper	NO	140.38	31	64.07	56.07	16	43.19	8.73	10.16	16.80	15	33.12	14.57	4.04	6.44	8.07	
23	Richards, Bruce	NO	144.58	56	47.10	38.10	18	50.87	9.13	11.09	11.65	38	46.61	6.66	10.60	11.35	18.00	
24	Archer, Johathon	NO	159.28	85	68.01	41.51	53	53.00	9.82	10.74	16.44	32	38.27	11.32	6.73	8.32	11.90	
25	Rhoades, Caleb	NO	159.59	106	60.94	27.44	67	54.05	8.31	9.21	17.03	39	44.60	10.38	6.71	6.76	20.75	
26	Rhoades, Caleb	NO	161.49	82	63.94	36.94	54	53.50	9.93	11.83	17.74	28	44.05	7.07	8.63	17.90	10.45	
27	Rhoades, Charley	NO	177.25	92	52.62	37.62	30	65.01	7.02	6.92	20.07	62	59.62	28.20	7.30	14.28	9.84	
28	Schiess, Dagen	NO	181.54	61	52.09	36.59	31	64.65	15.58	14.10	19.97	30	64.80	25.12	5.02	23.35	11.31	
29	Smith, Eric	NO	190.79	49	62.29	55.79	13	63.77	11.24	12.69	21.84	36	64.73	22.28	10.79	6.12	25.54	
30	Sabaldo, Teri	NO	210.97	65	77.31	62.81	29	64.00	11.59	15.25	19.16	36	69.66	24.51	14.56	7.03	23.56	
31	Randolph, Alena	NO	402.96	88	95.35	75.35	40	74.09	12.06	12.82	25.21	48	233.52	43.39	34.20	94.31	61.62	

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

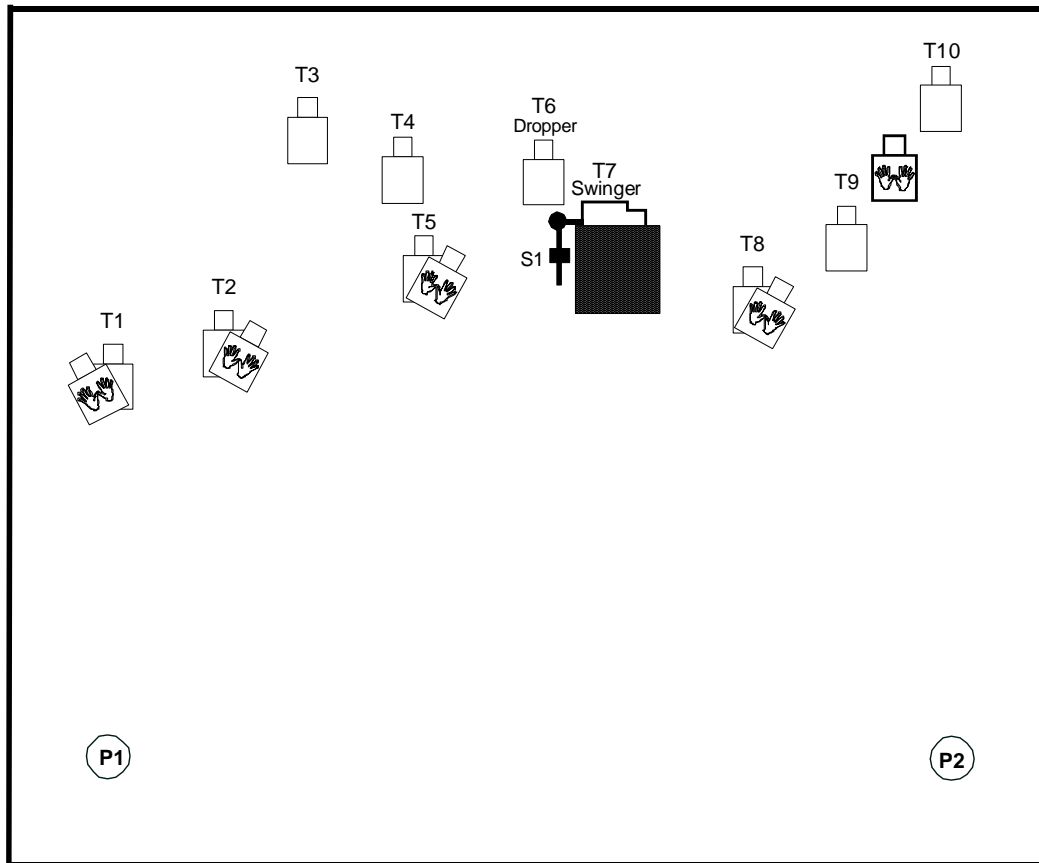
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Shoot the Bad Guys!”



Round Count:

String 1 = **19 minimum**
(**19** rounds for the stage)

Vickers Count

(Can make up shots)

String 1 - All targets get **2 rounds** (Torso or Head) except **T6** (Dropper = **Till it Drops**), **S1** (**till it drops and trips T7**) and **T7** (Swinger = **1 shot**).

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **all threat targets while moving to P2**.

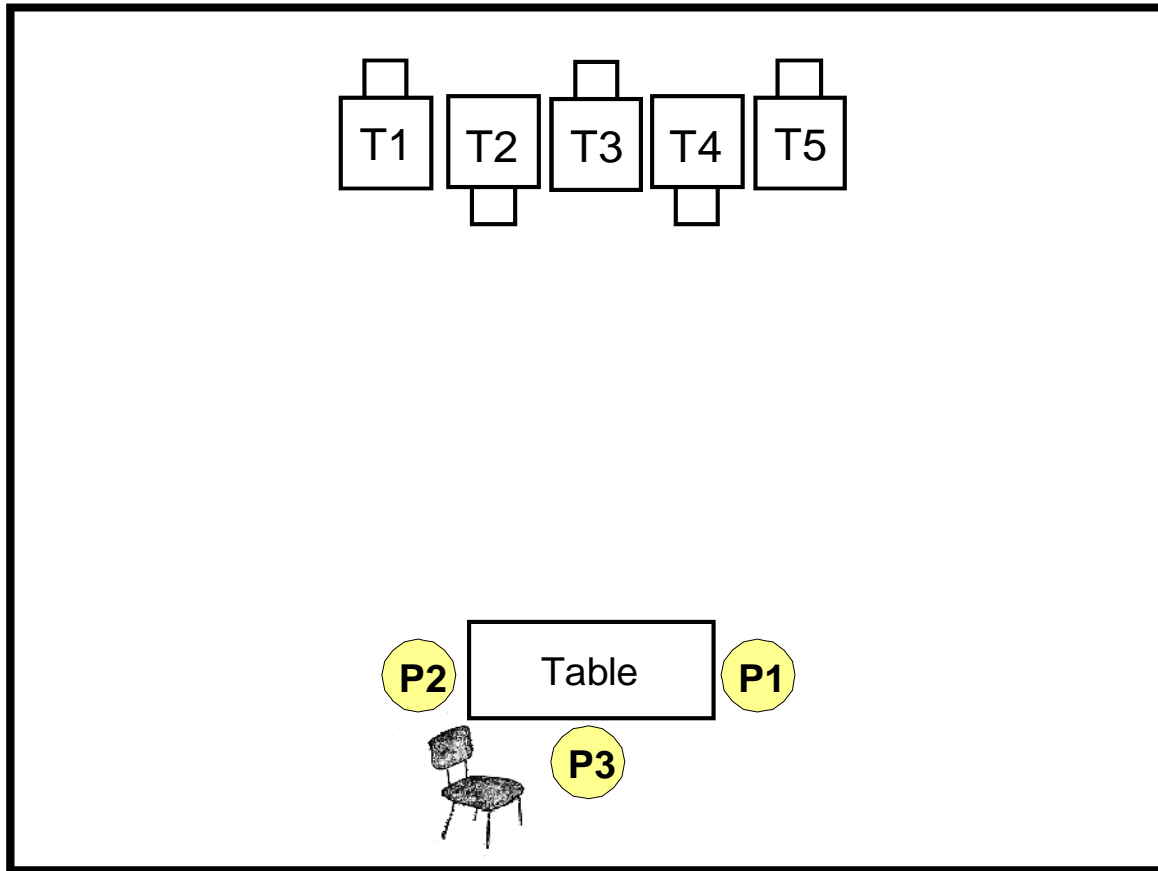
Notes:

1. Shooter **must perform at least 1 reload during the String**.

COF Designed by Mike Price

Range Masters “Fun” Shoot

Stage 2 - “Who’s The Man?”



Round Count:

String 1 = 5 Rounds
String 2 = 5 Rounds
String 3 = 10 Rounds
(20 rounds for the stage)

Limited Vickers Count (Cannot make up shots)

String 1 - Shooters start fully loaded.

RIGHT handed shooters start sitting and facing the table at **P1**; **LEFT handed shooters** start sitting and facing the table at **P2**.

- At the sound of the buzzer, draw and **engage T1 thru T5** with **1 shot to the TORSO Only** using the **STRONG HAND ONLY**.

String 2 - Shooters start fully loaded.

RIGHT handed shooters start sitting and facing the table at **P2**; **LEFT handed shooters** start sitting and facing the table at **P1** with **loaded gun on table w/muzzle facing down range**.

- At the sound of the buzzer, **CAREFULLY pick up the gun** and **engage T1 thru T5** with **1 shot to the TORSO Only** using the **WEAK HAND ONLY**.

String 3 - Shooters start fully loaded.

All shooters start sitting and facing the table at **P3** with **gun holstered**.

- At the sound of the buzzer, draw and **engage T1 thru T5** with **2 shots to the HEAD Only** using **both hands FREESTYLE**.

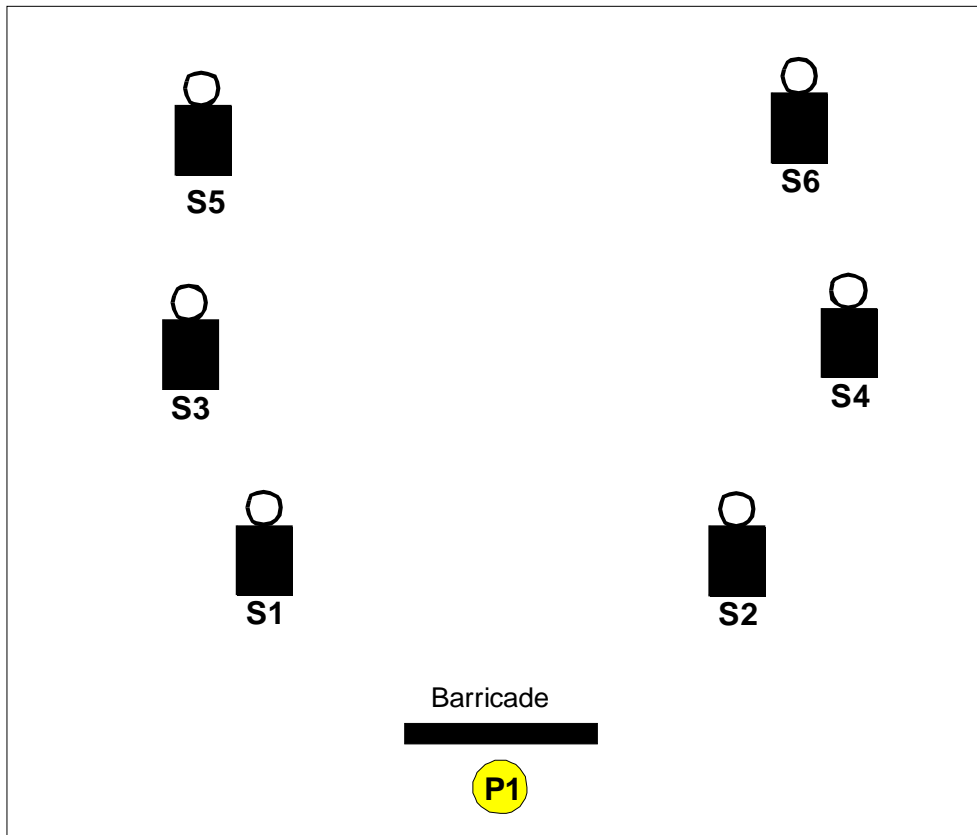
Notes:

1. Shooter **must shoot from a sitting position for all shots**.

Range Masters “Fun” Shoot

Stage 3 - “Knock’m Down”

November 16, 2010



Round Count:

String 1= 3 Rnds Min.
String 2= 3 Rnds Min.
String 3= 3 Rnds Min.
String 4= 3 Rnds Min.

Vickers Count (Can make up shots)

String 1 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S5** and **S6** in any order until knocked down, then engage **S1**.

String 2 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S3** and **S4** in any order until knocked down, then engage **S2**.

String 3 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S1** and **S2** in any order until knocked down, then engage **S5**.

String 4 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S3** and **S4** in any order until knocked down, then engage **S6**.

Notes:

1. Reload as necessary.
2. Cover is not required.