

# Range Masters "Fun" Shoot

Results for September 5, 2012

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 2	String 1	String 2	PD
Column1	Column2	Column3	Column4	Column5	Column6	Column7	Column8	Column9	Column10	Column11	Column12	Column13	Column14	Column16
1	Olson, Landon	NO	60.63	9	23.14	22.14	2	19.77	16.27	7	17.72	12.39	5.33	
2	Sorenson, Sam	NO	73.20	33	34.59	24.59	20	18.87	12.37	13	19.74	13.09	6.65	
3	Simons, Jordan	NO	75.21	34	32.94	21.94	22	16.63	10.63	12	25.64	17.81	7.83	
4	Simons, Robert	NO	82.35	30	29.33	26.83	5	21.76	9.26	25	31.26	19.33	11.93	
5	Sorenson, Lenny	NO	94.15	38	31.92	20.92	22	19.75	11.75	16	42.48	29.54	12.94	
6	Phillips, RDan	NO	101.64	27	34.18	28.18	12	31.58	24.08	15	35.88	25.50	10.38	
7	Price, Mike	NO	105.37	16	33.41	30.41	6	27.30	22.30	10	44.66	30.80	13.86	
8	DeLeeuw, Dave	NO	123.72	53	46.30	31.80	29	29.36	17.36	24	48.06	31.17	16.89	
9	Scott, Michael	NO	127.94	39	45.90	37.90	16	27.41	15.91	23	54.63	43.22	11.41	
10	Mallon, Jim	NO	128.33	48	50.20	35.70	29	37.77	28.27	19	40.36	25.59	14.77	
11	Wilson, Daryl	NO	134.14	41	52.00	39.00	26	41.28	33.78	15	40.86	31.36	9.50	
12	Wilson, Daryl	NO	136.40	29	48.14	39.64	17	43.45	37.45	12	44.81	34.84	9.97	
13	Redford, "Red" (Rev)	NO	141.26	10	49.48	45.48	8	37.92	36.92	2	53.86	45.06	8.80	
14	Mallon, Jim	NO	144.25	36	41.81	34.31	15	44.47	33.97	21	57.97	39.12	18.85	
15	Sandgren, Shelby (.22)	NO	224.78	74	83.71	60.71	46	50.70	36.70	28	90.37	59.82	30.55	

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = A revolver was used for the match

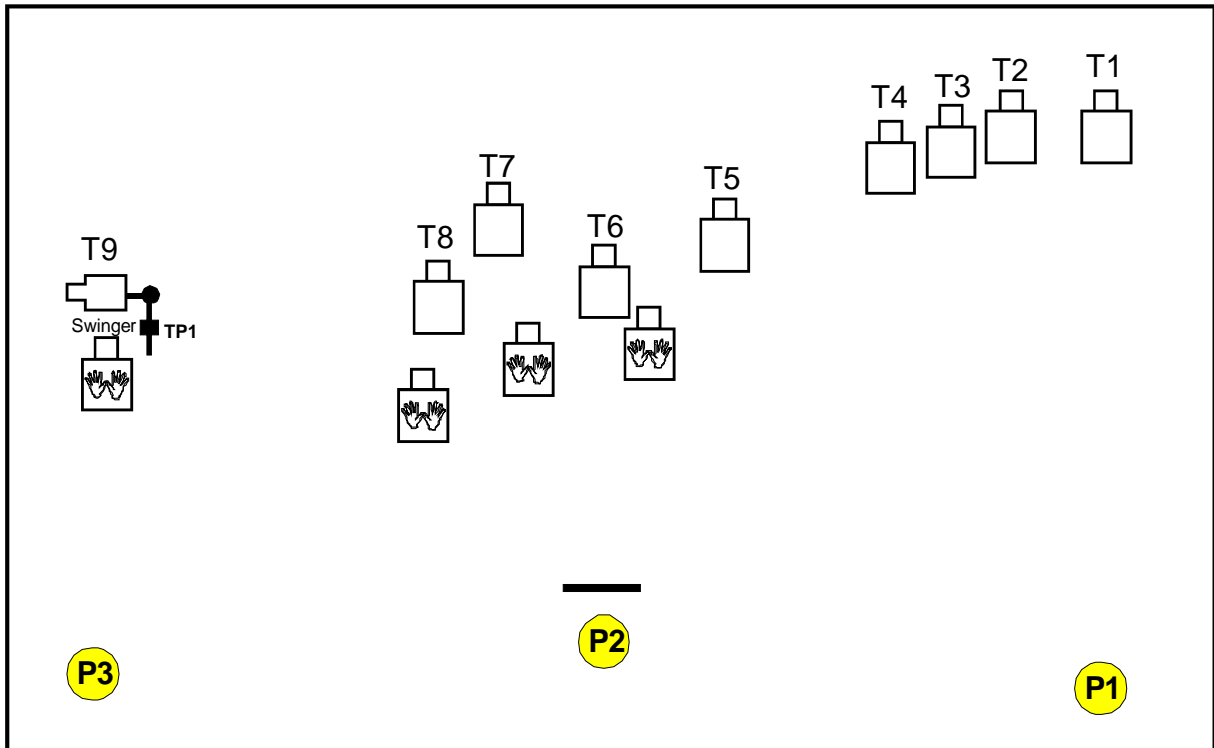
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NT = No Time

# Range Masters “Fun” Shoot

## Stage 1 - “Acquire Those Targets”



**Round Count:**  
String 1 = 18 Min  
Stage = 18 Min

**Modified Vickers Count**  
(Can make up shots on T5 - T9)

### String 1 -

Shooters starts at **P1** loaded with **6 rounds max**.

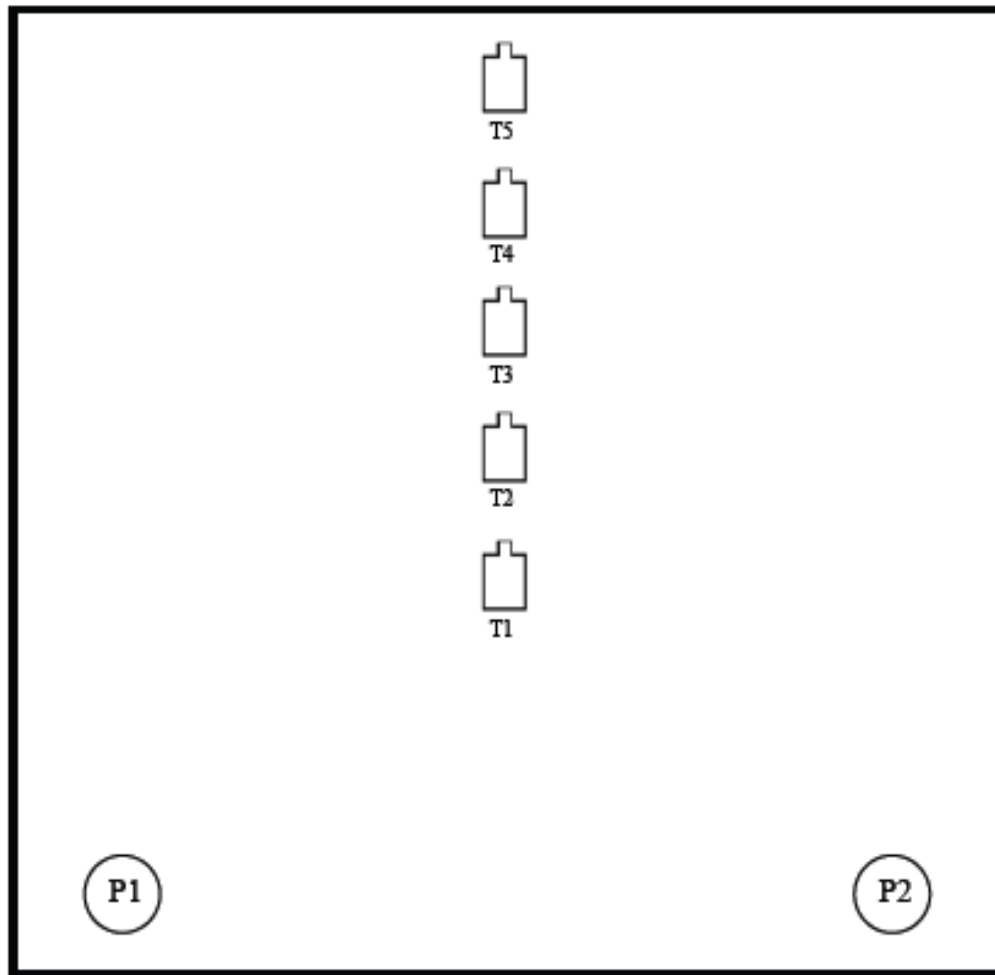
- At buzzer, draw and engage **T2** with **1 round max**, then **T1** with **1 round max**; **T3** with **1 round max**, then **T1** with **1 round max**; **T4** with **1 round max**, then **T1** with **1 round max**.
- Move to **P2** and engage **T5** thru **T8** with 2 rounds each ( 1 Head - 1 Torso).
- Move to **P3** and trip swinger by shooting **TP1** then engage Swinger, **T9**, with **3 rounds**.

### Notes:

1. Shooter must alternate between **T2-T4** and **T1**.
2. Shooter must use proper cover at **P2**.
3. Reload as nessasary.
4. Shooter must be at **P3** before engaging **TP1** and **T8**, **DO NOT SHOOT WALLS.**

# Range Masters “Fun” Shoot

## Stage 2 - Sept. 5



### Round Count:

String 1 = 20 rounds minimum

### Vickers Count

(Can make up shots)

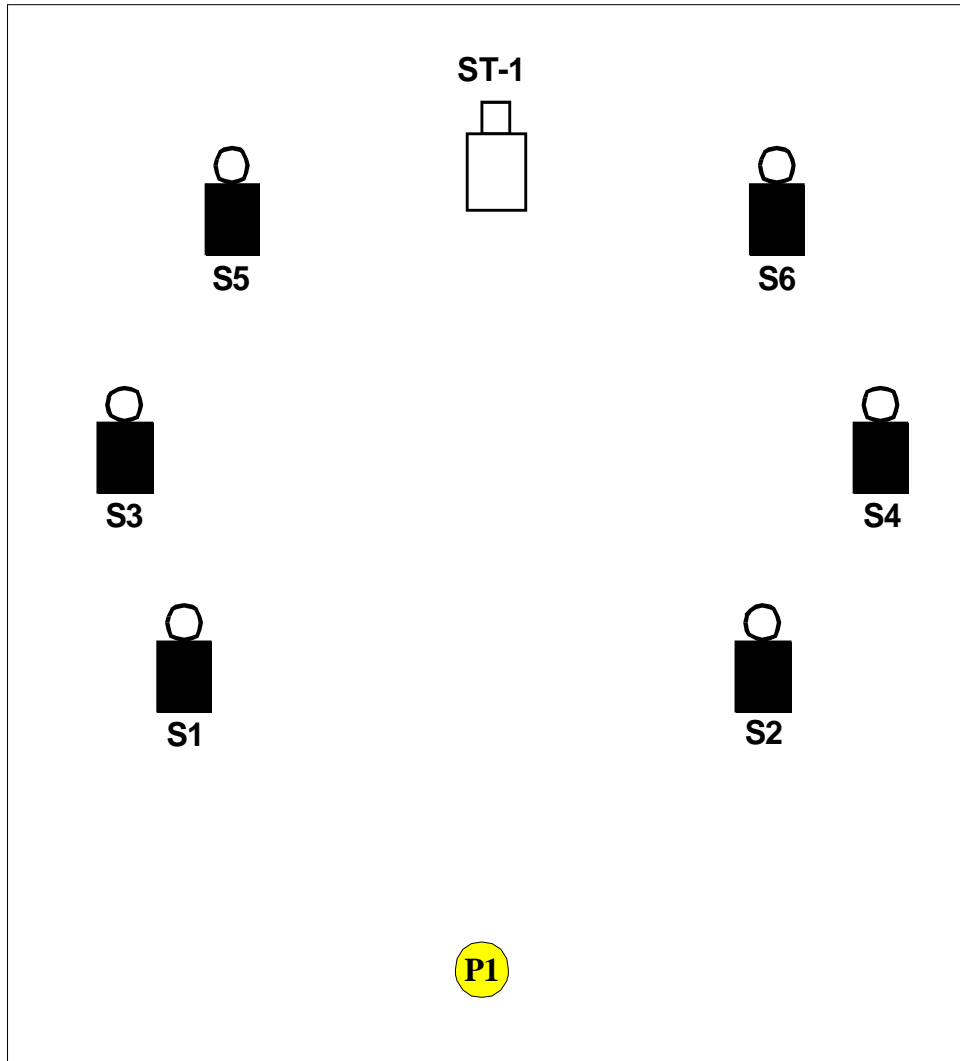
### String 1 - Shooter starts at either P1 or P2.

• From either position, draw and engage T1-T5 with two rounds each. Move to other position and engage T1-T5 with two rounds each.

• **DO NOT SHOOT THE WALLS**

# Range Masters “Fun” Shoot

## Stage 3 - “Acquire Those Plates”



### Round Count:

**String 1 = 12 Rounds Min.**

**String 2 = 6 Rounds Min.**

**(18 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 knock down **S1** then hit **ST-1** with **one round**;
- Knock down **S2** then hit **ST-1** with **one round**;
- Knock down **S3** then hit **ST-1** with **one round**;
- Knock down **S4** then hit **ST-1** with **one round**;
- Knock down **S5** then hit **ST-1** with **one round**;
- Knock down **S6** then hit **ST-1** with **one round**;
- Reload as necessary.

### String 2 -

Shooter starts **fully loaded** at P1.

- At the sound of the buzzer, **knock down S1 thru S6**, in any order.