

Range Masters "Fun" Shoot

Results for May 21, 2013

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	PD	Stage 2	String 1	String 2	String 3	PD
1	Gull, Joe	NO	71.51	39	29.86	6.44	8.92	29	12.65	7.65	10	29.00	7.55	8.54	12.91	
2	Steadham, Roland (2)	NO	74.87	15	29.04	9.93	11.61	15	9.44	9.44		36.39	8.66	9.19	18.54	
3	Steadham, Roland (1)	NO	87.31	9	27.85	11.23	12.12	9	12.45	12.45		47.01	15.34	10.50	21.17	
4	Phillips, RDan	NO	88.89	20	42.02	17.34	14.68	20	11.39	11.39		35.48	10.83	9.58	15.07	
5	Redford, "Red" (Rev)	NO	96.63	3	44.38	21.26	21.62	3	17.24	17.24		35.01	8.66	9.12	17.23	
6	Briggs, Shaun (2)	NO	102.04	6	35.84	16.69	16.15	6	21.08	21.08		45.12	7.81	12.77	24.54	
7	Briggs, Shaun (1)	NO	109.52	14	35.99	15.29	16.20	9	22.92	20.42	5	50.61	8.23	13.87	28.51	
8	Scott, Michael	NO	121.07	42	44.55	16.90	14.15	27	20.62	13.12	15	55.90	9.40	14.21	32.29	
9	Jolly, Jen (2)	NO	130.31	55	47.23	11.80	12.93	45	18.01	13.01	10	65.07	11.53	12.82	40.72	
10	Young, Ed (2)	NO	131.56	46	58.33	21.35	21.48	31	30.26	22.76	15	42.97	10.88	9.51	22.58	
11	Mallon, Jim	NO	134.16	40	48.12	17.88	15.24	30	20.82	15.82	10	65.22	29.07	17.52	18.63	
12	Davis, Keith (Rev) (2)	NO	145.68	31	44.96	13.63	20.83	21	20.75	15.75	10	79.97	9.72	39.22	31.03	
13	Jolly, Jen (1)	NO	148.97	55	40.41	9.85	13.06	35	23.84	13.84	20	84.72	23.57	31.74	29.41	
14	Young, Ed (1)	NO	172.72	98	49.34	17.00	18.34	28	58.87	23.87	70	64.51	16.14	21.50	26.87	
15	Sandgren, Shelby (.22)	NO	172.75	23	59.69	25.51	25.18	18	20.21	17.71	5	92.85	14.30	30.93	47.62	
16	Davis, Keith (Rev) (1)	NO	172.78	76	55.72	14.67	20.55	41	35.59	18.09	35	81.47	31.48	21.17	28.82	
17	Lew, Christopher	NO	173.27	81	38.97	15.23	13.24	21	37.82	12.82	50	96.48	28.48	36.26	26.74	10
18	Hepworth, Philip	NO	174.58	53	53.35	12.94	23.91	33	23.08	13.08	20	98.15	35.91	37.49	24.75	
19	Septon, Allen	NO	201.32	51	80.46	35.71	29.25	31	27.82	17.82	20	93.04	14.29	23.55	55.20	
20	Reese, Howard	NO	217.85	81	64.61	27.29	19.32	36	42.51	20.01	45	110.73	10.25	27.83	72.65	

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = A revolver was used for the match

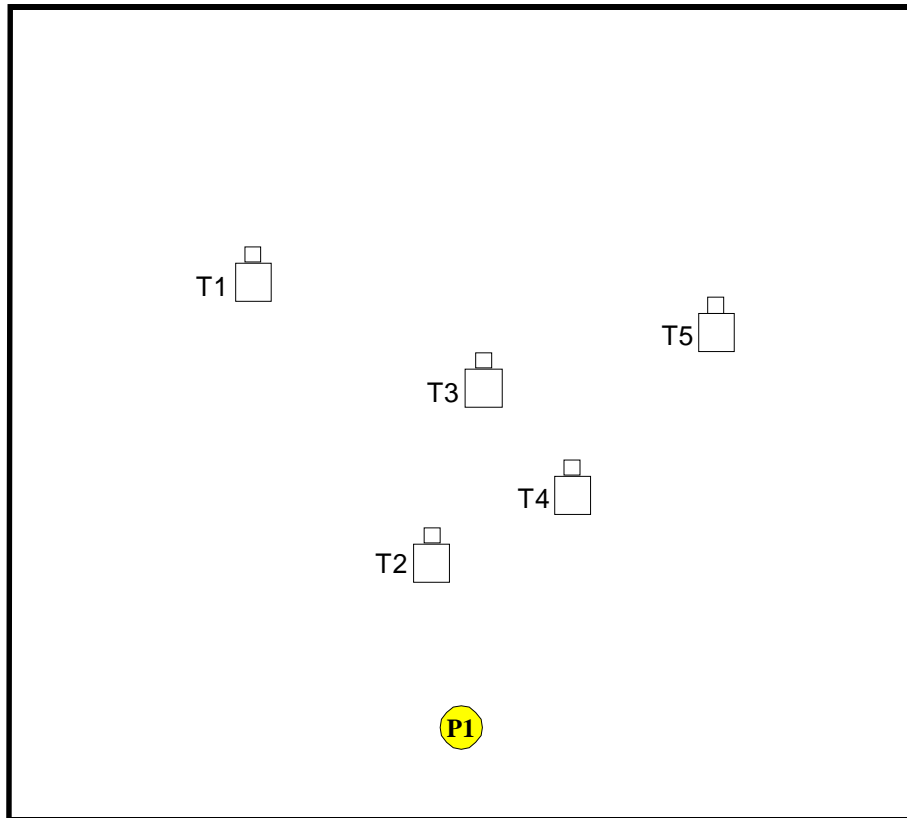
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “Count ‘Em Up”



Round Count:

String 1 = **15 minimum**

String 2 = **10 minimum**

(**25** rounds minimum for the stage)

Vickers Count

(**Can** make up shots.)

String 1 -

Shooter starts at **P1** -

- At the buzzer, draw and engage targets as follows:
 - * **T1** with **1 shot (body or head)**
 - * Then **T2** with **2 shots (body or head)**,
 - * Then **T3** with **3 shots (body or head)**
 - * Then **T4** with **4 shots (body or head)**,
 - * Then **T5** with **5 shots (body or head)**.
- Reload as necessary.

String 2 -

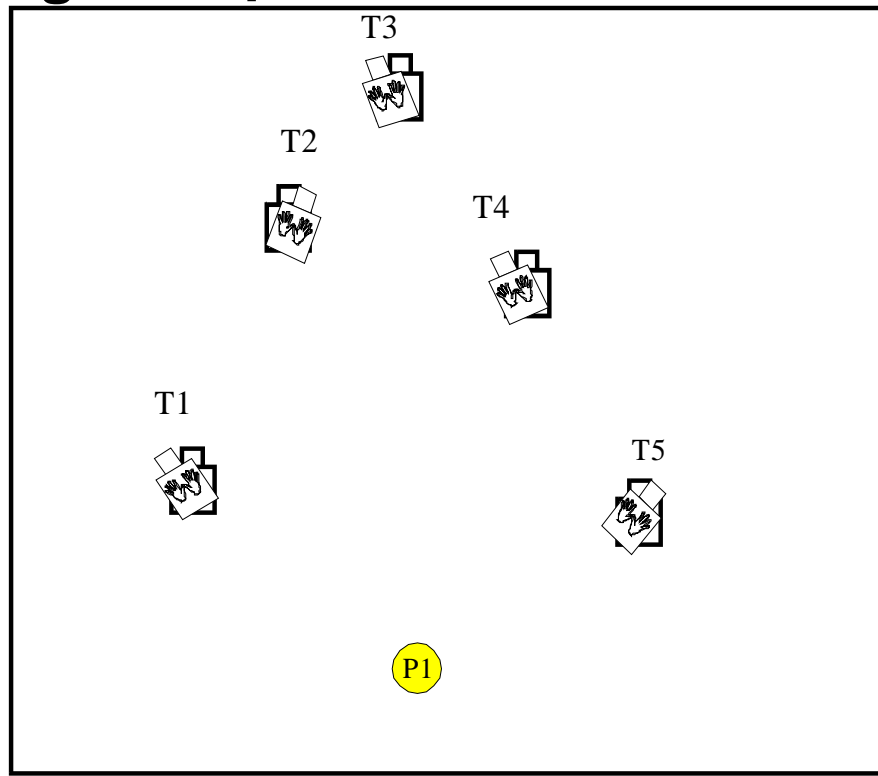
Shooter starts at **P1** with **gun** in the **Weak Hand - Safety Off - Finger out of the Trigger** - at the **Low Ready** position -

- At the buzzer, engage all targets (**T1-T5**) with **2 shots (body or head) - Weak Hand Only**
- Reload as necessary.

COF designed by Steve Redford

Range Masters “Fun” Shoot

Stage 2 - “¡Cinco Muchachos Malos!”



Round Count:
10 Rds. Max

Limited Vickers Count
(Cannot make up shots.)

Whilst in the midst of enjoying your Corona Cerveza with some neighborhood chicas, a group of 5 Cinco De Mayo haters take your friends as hostages. It's either them or you, Mi Amigo.

String 1: Start at **P1** with fully loaded firearm.

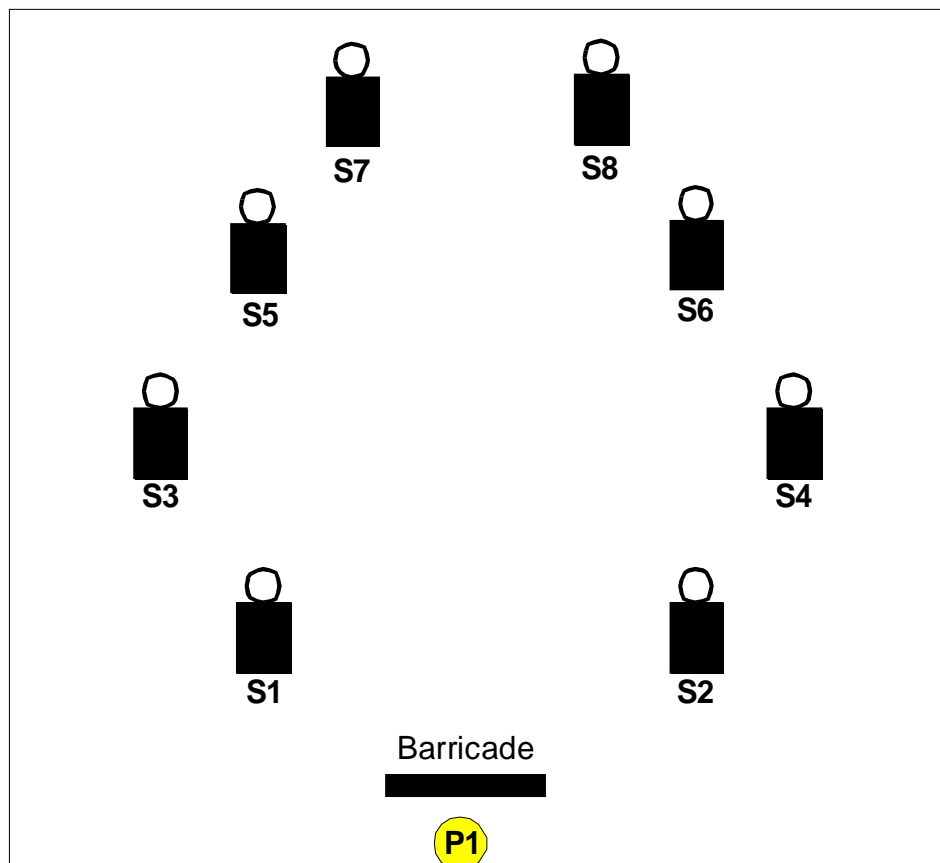
- At the sound of the buzzer, draw and engage targets **T1** thru **T5** in any order, with **2 rounds** to the **HEAD ONLY**.

Notes:

1. A hit on a non-threat resulting in a fatal injury (solid head shot or "0" body ring will result in a penalty of 50 points down!!!! It sucks, but that's what happens when you shoot your friends.
2. Reload as necessary.
3. Oh yeah, and don't shoot the walls.
4. Happy Cinco De Mayo--Please shoot responsibly.

Range Masters “Fun” Shoot

Stage 3 - “Left, Right, All”



Round Count:

String 1 = **4 Minimum**

String 2 = **4 Minimum**

String 3 = **8 Minimum**

(**16** 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 plates **S8, S6, S4 & S2** from the **LEFT SIDE of the barricade** while **properly using cover - *Slice the Pie***.
- Reload as necessary during string, but holster as is when through.

String 2 - Shooter starts with **remaining rounds from String 1**.

- At the sound of the buzzer, draw and knock down plates **S7, S5, S3 & S1** from the **RIGHT SIDE of the barricade** while **properly using cover - *Slice the Pie***.
- Reload as necessary during string, but holster as is when through.

String 3 - Shooter starts with **remaining rounds from String 2**.

- At the sound of the buzzer, draw and knock down **all plates in any order** from **either/both sides** of the Barricade - use of cover **not required**.
- Reload as necessary.

Notes:

1. For .22 shooters, a solid hit on any of the plates will count as a knock down.
2. Any plate not knocked down will count as a 5-second Miss-On-Steel penalty.