

# Range Masters "Fun" Shoot

Results for April 1, 2009

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	Webster, Scott	NO	74.49	5	28.36	27.36	2	26.20	15.50	9.20	3	19.93	8.90	11.03	0
2	Olson, Landon	NO	74.72	6	30.49	28.99	3	23.42	13.80	8.12	3	20.81	9.52	11.29	0
3	Mathis, David	NO	82.86	29	30.03	21.53	17	31.38	16.79	8.59	12	21.45	11.43	10.02	0
4	Gustaveson, Michael	O	90.22	12	38.93	33.93	10	33.28	17.91	14.37	2	18.01	9.53	8.48	0
5	Majers, Steve	O	91.04	29	34.91	23.91	22	32.83	19.15	10.18	7	23.30	12.07	11.23	0
6	Wakamatsu, Josh	NO	91.18	30	38.20	26.20	24	28.79	16.44	9.35	6	24.19	11.67	12.52	0
7	Spensko, Shane	O	93.57	29	36.30	28.30	16	36.52	21.10	8.92	13	20.75	11.27	9.48	0
8	Limb, Brandon	NO	93.96	18	27.97	24.97	6	38.40	23.02	9.38	12	27.59	13.01	14.58	0
9	Huff, Blake	O	96.65	23	40.72	32.72	16	36.80	22.08	11.22	7	19.13	10.06	9.07	0
10	Meservey, Matt	NO	101.55	17	35.85	27.85	16	33.26	23.47	9.29	1	32.44	15.31	17.13	0
11	DeLeeuw, Dave	O	103.35	13	31.87	29.87	4	29.62	16.01	9.11	9	41.86	17.03	24.83	0
12	Boyle, Zane	NO	105.74	37	43.82	32.82	22	39.28	21.77	10.01	15	22.64	12.30	10.34	0
13	Waldo, Ralph	NO	118.85	32	44.91	36.91	16	45.64	25.93	11.71	16	28.30	14.75	13.55	0
14	Duncan, Dave	NO	120.62	31	39.31	33.81	11	51.41	28.53	12.88	20	29.90	15.32	14.58	0
15	Stubbs, Scott Sr.	NO	122.94	44	42.16	29.16	26	41.23	18.63	13.60	18	39.55	23.09	16.46	0
16	Phillips, RDan	NO	127.08	35	46.71	33.71	26	43.48	25.60	13.38	9	36.89	12.80	24.09	0
17	Ursulich, Ryan	NO	128.29	47	36.36	27.36	18	43.86	18.45	10.91	29	48.07	18.29	29.78	0
18	Price, Mike	NO	128.97	51	49.49	33.49	32	38.49	18.86	10.13	19	40.99	14.56	26.43	0
19	Scott, Michael Sr.	NO	129.36	38	47.47	36.47	22	45.77	25.78	11.99	16	36.12	12.24	23.88	0
20	Sorenson, Sam	NO	132.82	48	44.54	31.54	26	44.60	23.96	9.64	22	43.68	15.96	27.72	0
21	Majers, Steve Jr.	O	139.43	44	53.42	45.92	15	54.44	33.08	6.86	29	31.57	11.63	19.94	0
22	Glazebrook, Patrick	NO	142.00	29	45.74	39.74	12	45.09	25.10	11.49	17	51.17	17.13	34.04	0
23	Lyman, Mark	NO	145.16	36	49.95	37.95	24	50.51	29.92	14.59	12	44.70	26.73	17.97	0
24	Cunningham, Aaron	NO	148.47	83	52.04	30.54	43	53.94	23.33	10.61	40	42.49	27.81	14.68	0
25	Clark, David (Rev)	NO	150.76	36	41.99	35.99	12	47.28	25.41	9.87	24	61.49	15.39	46.10	0
26	Carroll, Chris	NO	154.09	63	55.75	37.75	36	70.64	35.83	21.31	27	27.70	14.01	13.69	0
27	Flemate, Brian	NO	158.78	66	51.89	35.89	32	63.49	30.87	15.62	34	43.40	20.73	22.67	0
28	Jones, Matt	NO	173.19	74	51.51	29.51	44	57.80	28.16	14.64	30	63.88	42.00	21.88	0
29	Roach, Dan	NO	173.73	35	48.30	39.80	17	52.88	31.25	12.63	18	72.55	21.24	51.31	0
30	Hansen, Daniel J.	NO	180.97	101	73.15	36.15	74	61.76	36.04	12.22	27	46.06	23.62	22.44	0
31	Driscoll, David	NO	181.85	60	49.53	29.03	41	68.74	34.25	24.99	19	63.58	15.82	47.76	0
32	Jensen, Chris	NO	185.09	49	37.56	33.06	9	57.55	26.08	11.47	40	89.98	57.60	32.38	0
33	Eastwood, Brian	NO	207.85	80	56.30	37.30	38	58.83	29.09	13.74	32	92.72	24.57	63.15	10
34	Frampton, Zac	NO	222.25	73	52.59	36.09	33	66.10	31.08	15.02	40	103.56	27.21	76.35	0
35	Crotts, Joshua	NO	227.81	74	75.48	54.98	41	96.07	60.47	19.10	33	56.26	24.90	31.36	0
36	Nichols, Jeff	NO	228.43	69	67.41	45.91	43	82.19	54.08	20.11	16	78.83	29.96	43.87	10
37	Van Ausdal, Brian	NO	243.98	69	61.57	45.07	33	74.42	44.69	16.73	26	107.99	40.24	62.75	10
38	Van Ausdal, BJ	NO	277.24	99	70.85	52.35	37	85.45	28.51	25.94	62	120.94	68.28	52.66	0
39	Abraham, Keith (.22)	NO	296.48	74	63.79	41.29	45	102.10	60.23	27.37	29	130.59	29.79	100.80	0
40	Packer, Tyler (Rev)	NO	321.40	122	92.75	66.75	52	80.98	44.95	6.03	60	147.67	83.71	58.96	10
41	Miller, Priscilla	NO	415.39	205	102.45	67.95	69	102.41	49.38	15.03	76	210.53	91.74	88.79	60

## Notes:

PD = Points Down = .5 seconds x Points Down

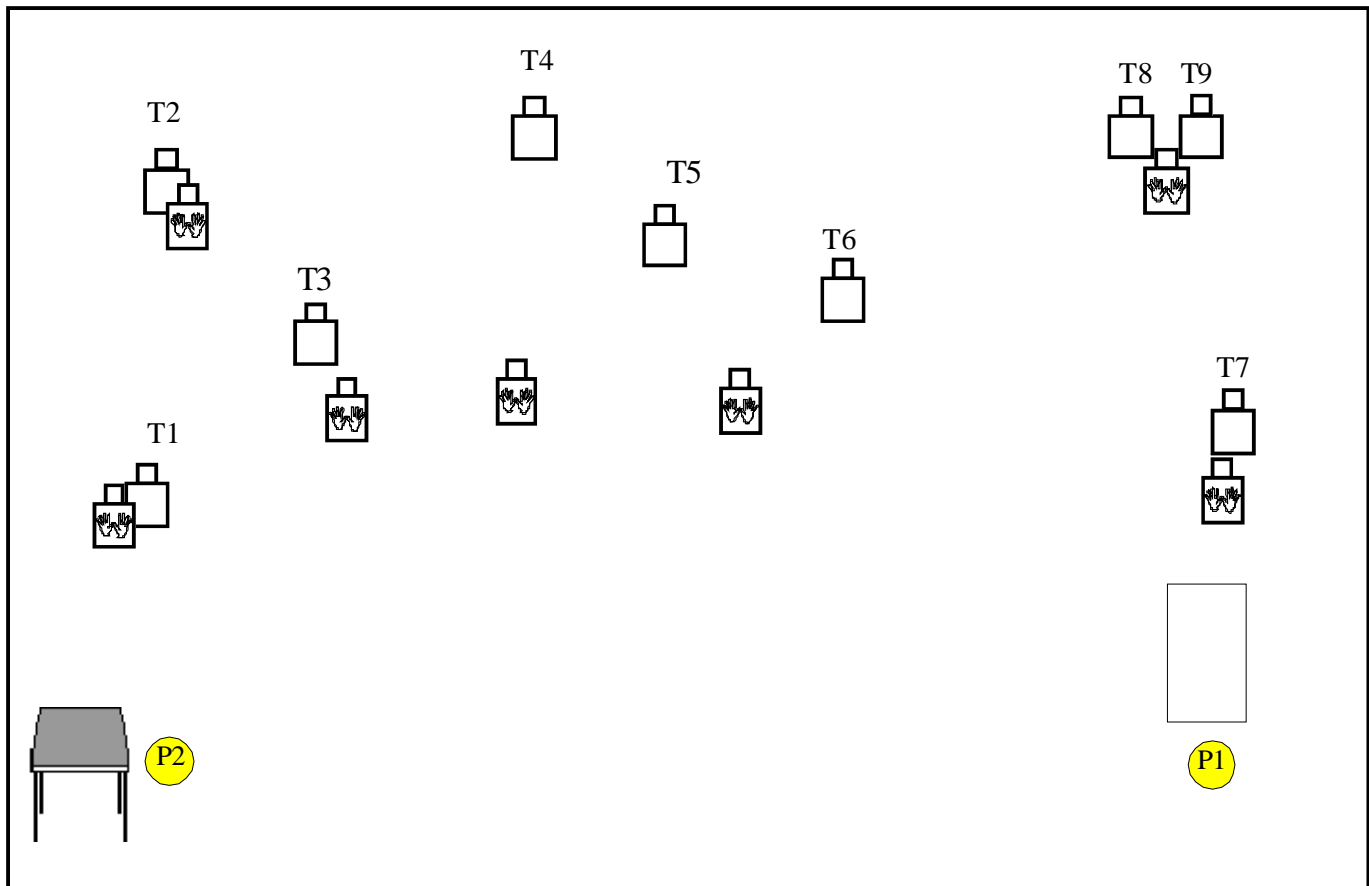
Div. = Division: O = Optic; NO = Non-Optic

(Rev) = Revolver

vv Indicates that the Points Down value includes some kind of penalty

# Range Masters “Fun” Shoot

## Stage 1 - “Did I Hit It??”



**Round Count:**  
**18 Minimum**

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

**Gun is unloaded and on the table – shooter starts at P1.**

### **String 1 -**

- At the buzzer, quickly move to **P2**, load gun and engage all threat targets, **T1** thru **T6** with **2 rounds** to the **Torso** while moving to **P1**.
- At **P1**, engage threat targets **T7**, **T8** and **T9**, with **2 rounds** to the **Torso** while **properly using cover**.

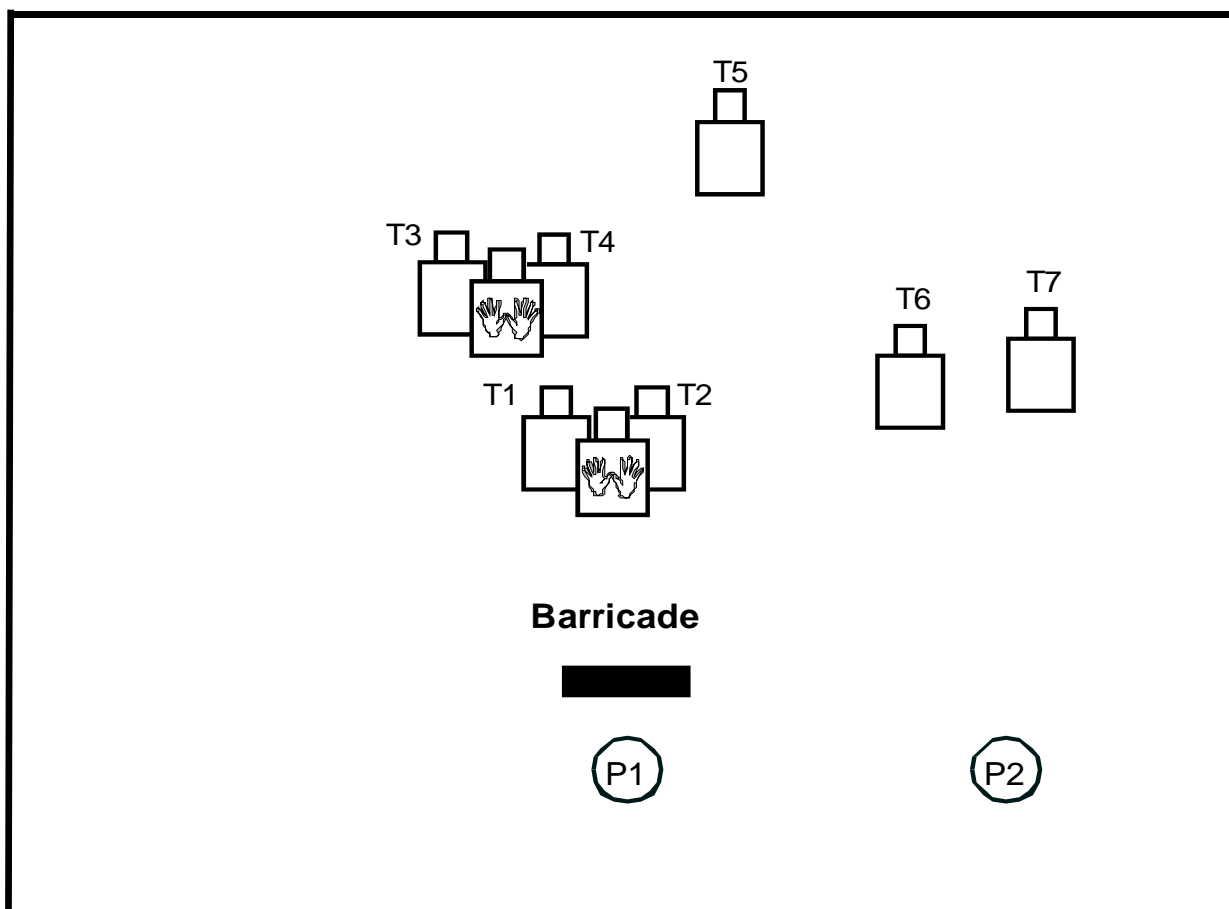
### **Notes:**

- 1. Head shots will not be counted.**
- 2. Do not shoot the walls! Procedural penalties will be assessed**

COF Designed by Shane Spensko

# Range Masters “Fun” Shoot

## Stage 2 “More Practice to Cover”



### Round Count:

String 1 = **15 Rounds Min**  
String 2 = **6 Rounds MAX**  
Stage Total = **21 Rounds Min**

### String 1 = Vickers Count

(Can make up shots)

### String 2 = Limited Vickers Count

(Cannot make up shots)

### String 1 - (Vickers Count)

Shooter starts **holstered** at **P1** with **no more than 10 rounds** in the gun.

- At the buzzer, draw and engage **T1** and **T5** with **3 rounds each** (2 **BODY** and 1 **Head**).

### String 2 - (Limited Vickers Count)

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

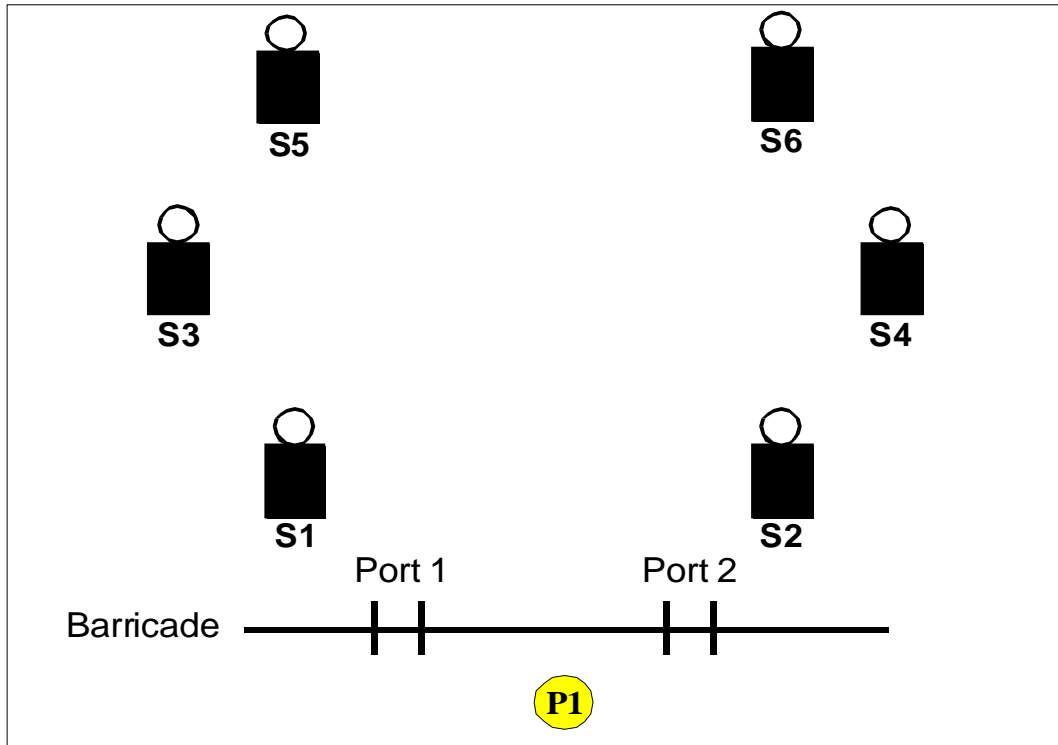
- At the buzzer, draw and engage **T6** with **3 rounds each** (2 **TORSO** and 1 **Head**), perform a **Reload with Retention** and engage **T7** with **3 rounds each** (2 **TORSO** and 1 **Head**).

### Notes:

- 1 - Reolads on **String 1** must be performed using cover.
- 2 - Proper cover must be used at the barricade.
- 3 - **Shooting walls will result in DQ.**

# Range Masters “Fun” Shoot

## Stage 3 - “Peek-A-Port”



### 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 and holstered at **P1**.

- At the sound of the buzzer, draw and knock down **S1** thru **S6** in any order. **But:**  
**S1, S3 and S5** must be shot from the **Left Side of the Barricade**.  
**S2, S4 and S6** must be shot from the **Right Side of the Barricade**.
- Reload as necessary during the String, but the shooter **may NOT reload between Strings**.

### String 2 -

Shooter starts holstered at **P1** with whatever rounds remained after **String 1**.

- At the sound of the buzzer, draw and knock down **S1** thru **S6** in any order. **But:**  
**S1, S3 and S5** must be shot through **Port 1**.  
**S2, S4 and S6** must be shot through **Port 2**.
- Reload as necessary.

### Notes:

1. 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.