Range Masters "Fun" Shoot

Results for July 7, 2010

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	PD	5 - Second Bonus
1	Gustaveson, Michael (2)	O	62.24	3	24.03	14.32	8.71	2	21.39	20.89	1	16.82	6.15	7.80	7.87		1
2	Wakamatsu, Josh (4)	NO	64.57	1	22.64	11.08	11.56		20.15	19.65	1	21.78	6.84	8.33	6.61		
3	Kemp, Tony (9)	O	65.63	3	31.44	15.74	14.70	2	20.02	19.52	1	14.17	5.19	7.00	6.98		1
4	Olson, Landon	NO	67.30	7	23.29	12.19	9.60	3	23.16	21.16	4	20.85	5.97	6.94	7.94		
5	Wakamatsu, Josh (9)	NO	71.03	21	26.87	10.76	11.11	10	19.59	19.09	1	24.57	6.84	5.27	7.46	10	
6	Sorenson, Sam	NO	82.48	11	21.89	9.82	10.07	4	28.31	24.81	7	32.28	5.81	16.10	10.37		
7	Majers, Steve	O	82.89	16	30.27	11.80	13.97	9	23.95	23.45	1	28.67	7.14	8.38	10.15	6	
8	Rodriquez, Mike	NO	90.65	24	39.15	19.41	15.74	8	24.12	19.12	10	27.38	6.36	10.40	12.62	6	1
9	Redford, "Red"	NO	90.98	19	31.79	12.69	16.60	5	35.35	28.35	14	23.84	7.61	9.65	11.58		1
10	Kemp, Tony (4)	NO	92.59	4	37.34	16.60	19.24	3	26.87	26.37	1	28.38	7.62	9.57	11.19		
11	Boyle, Zane	NO	95.05	13	36.09	18.18	15.41	5	30.18	26.18	8	28.78	7.41	11.56	9.81		
12	Spensko, Shane	NO	101.33	30	30.43	12.24	16.19	4	31.91	23.91	16	38.99	7.23	12.74	14.02	10	
13	Reese, Howard	O	101.53	12	34.76	15.05	17.21	5	35.43	31.93	7	31.34	8.95	6.60	20.79		1
14	Kemp, Tony (.22)	NO	107.53	29	38.35	19.90	15.45	6	32.94	21.44	23	36.24	4.25	16.81	15.18		
15	Gustaveson, Michael (1)	O	108.99	21	23.47	13.11	9.36	2	32.18	28.68	7	53.34	4.38	30.68	17.28	12	1
16	Rees, Jerry	NO	110.94	34	36.10	19.95	12.15	8	32.16	30.16	4	42.68	5.93	9.71	16.04	22	
17	Clark, David	NO	113.88	29	38.18	15.41	17.27	11	38.37	32.37	12	37.33	6.83	15.28	17.22	6	1
18	DeLeeuw, Dave	O	121.53	21	39.21	15.32	21.89	4	23.91	20.41	7	58.41	6.00	11.22	36.19	10	
19	Phillips, RDan	NO	122.65	30	58.44	22.66	25.78	20	29.69	24.69	10	34.52	8.14	15.68	10.70		
20	Price, Mike	NO	135.29	23	56.16	18.45	34.21	7	36.11	28.11	16	43.02	11.11	23.84	8.07		
21	Van Ausdal, Brian	NO	148.36	54	45.66	16.88	23.78	10	46.33	27.33	38	56.37	13.75	19.02	20.60	6	
22	Carroll, Chris (.22)	NO	154.50	11	34.92	15.58	18.34	2	36.84	32.34	9	82.74	38.02	23.59	21.13		
23	Butler, David Jr.	NO	154.79	18	51.53	22.21	21.82	15	62.02	60.52	3	41.24	8.02	18.87	19.35		1
24	Scott, Alan (Rev)	NO	191.82	22	67.59	31.52	31.07	10	39.44	33.44	12	84.79	7.51	53.27	24.01		
25	Butler, David	NO	DNF	DNF	106.49	52.46	43.53	21	86.59	64.09	45	DNF	45.59	82.80	DNF		

Notes:

PD = **P**oints **D**own = .5 seconds x Points Down

Div. = **Div**ision: **O** = **O**ptic; **NO** = **N**on-**O**ptic

(Rev) = Revolver

XX — Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)
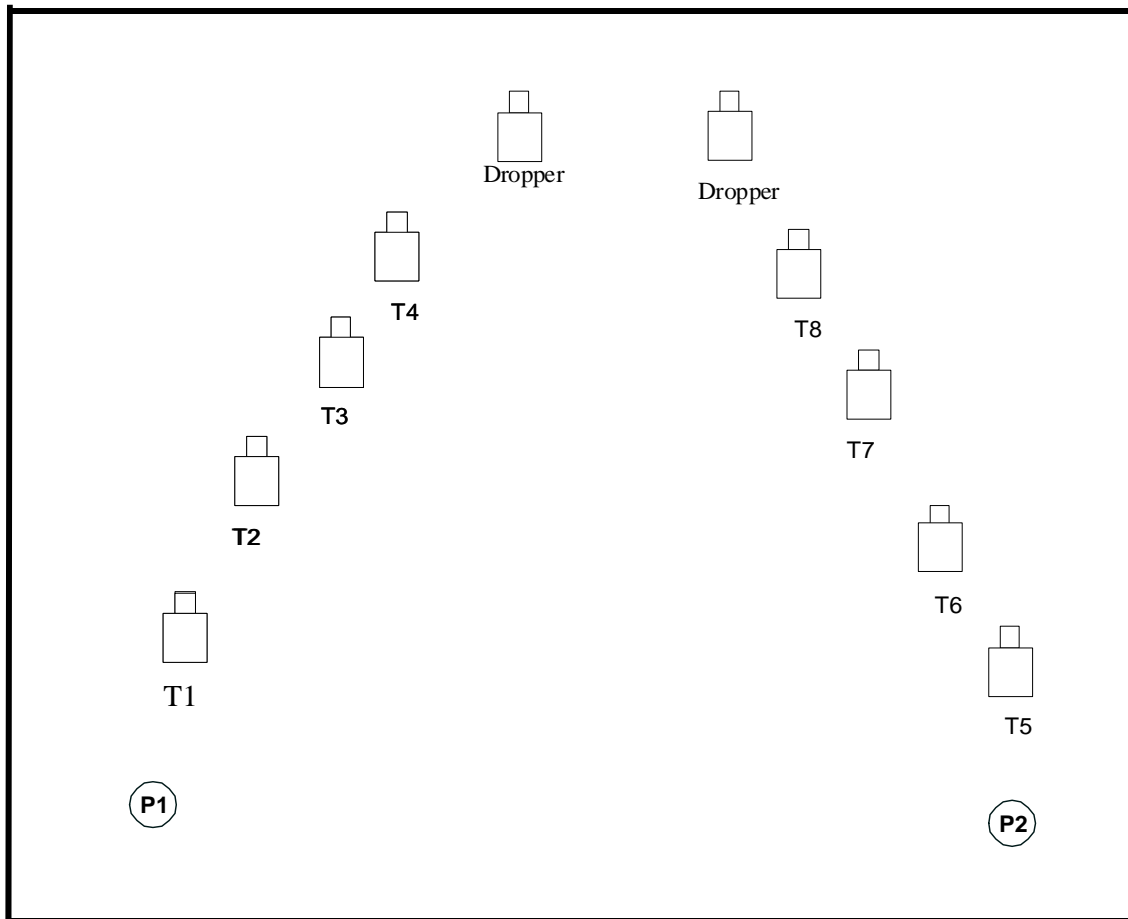
DNF = **D**id **N**ot **F**inish

NS = **N**o **S**core

NT = **N**o **T**ime

Range Masters "Fun" Shoot
Stage 1 "Faster, Faster!!!"

Round Count:
String 1= **10 minimum**
String 2 = **10 Minimum**

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

String 1: Shooter starts at P1 with fully loaded weapon

- At the sound of the buzzer, draw and transfer weapon to weak hand, engage targets T1 thru T4 as quickly as possible. Acquire any grip you would like and engage dropper until it falls.
- Holster weapon with remaining rounds at the direction of S.O.

**String 2:** Shooter starts at P2 with whatever rounds remaining.

-At the sound of the buzzer, draw and engage targets T5 thru T8 with strong hand only. Acquire any grip you would like and engage dropper until it falls.

Notes:
1. All targets get **2 rounds** - body or head.
2. Reload as nessasary during strings.
3. Engage targets only down range. DO NOT SHOOT THE WALLS!

COF Designed by Shane Spensko

Range Masters "Fun" Shoot
Stage 2 - "Burger Joint Badies"
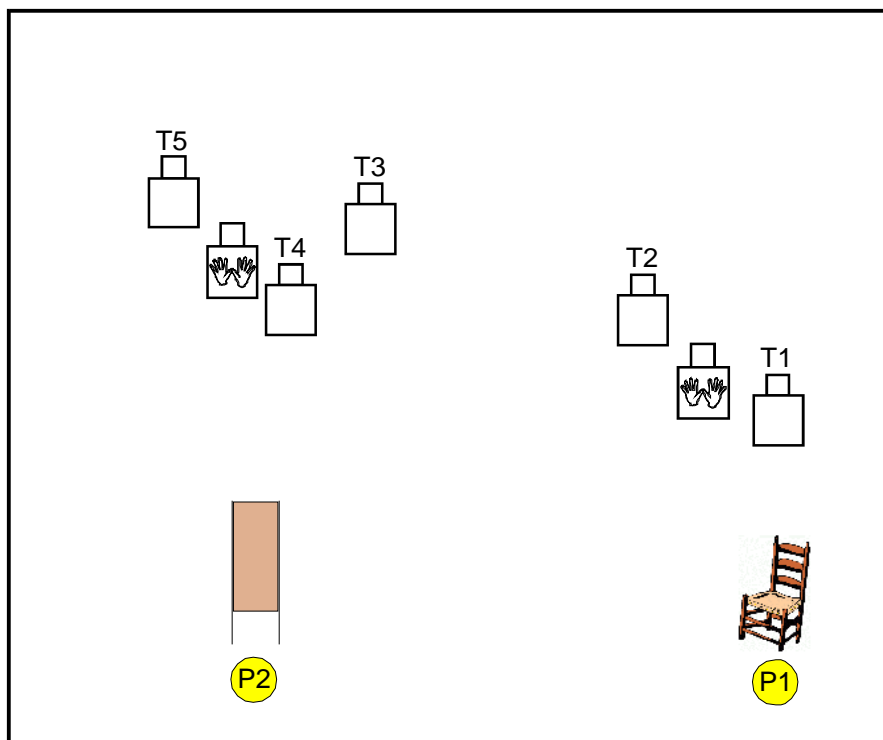
Round Count:
String 1 = **14** Minimum
Stage Total = **14** Minimum

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

String 1 -

Shooter starts fully loaded and **seated in the chair** at **P1** with his **back to the targets**.
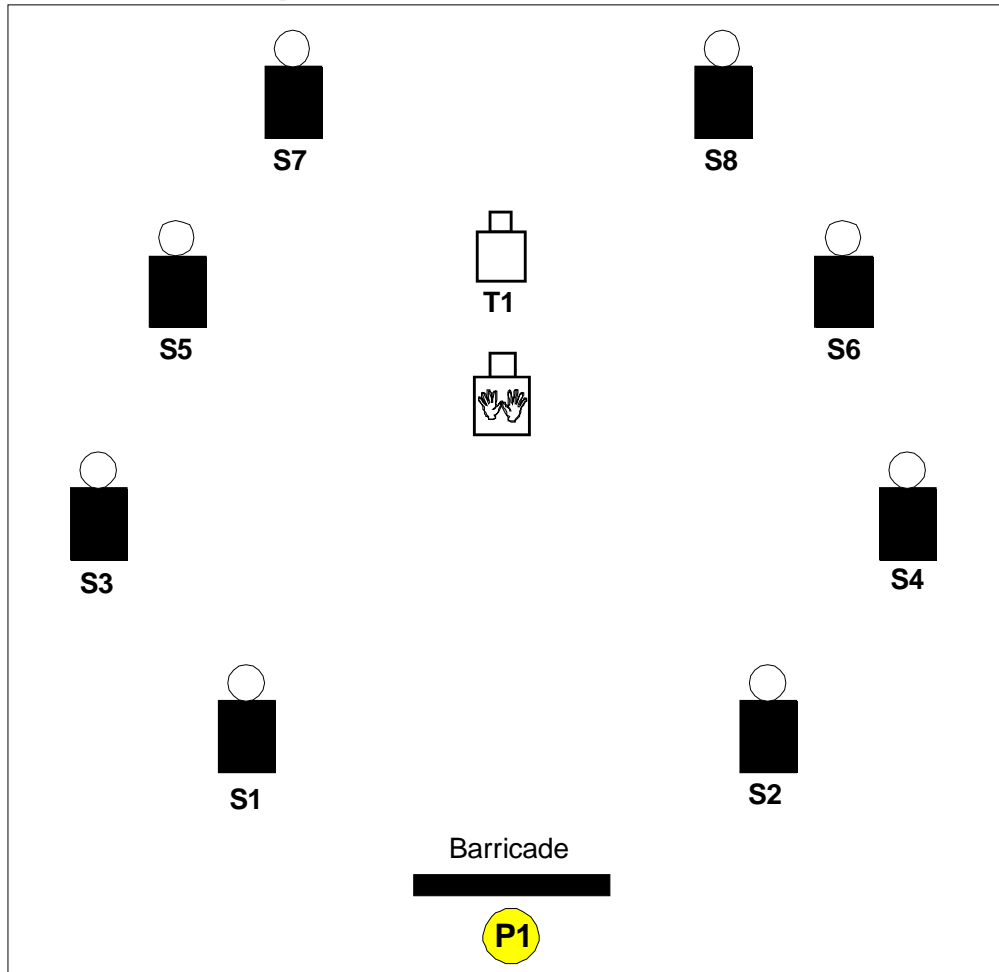
- At the sound of the buzzer, stand, turn around, draw and engage **T1** with **2 rounds**.
- Then, **while moving** to **P2,** engage **T2** with **3 rounds.**
- After reaching the cover at **P2**, perform a **Tactical Reload** or **Reload with Retention** and then engage targets **T3** - **T5** with **2 rounds to each TORSO from the Right Side of the barricade**.
- Then, from the **Left Side of the barricade**, engage **T5** - **T3** with **1 round to each HEAD**.
- Reload as necessary, but **Tactical Reload** or **Reload with Retention at P2 must be performed**.

Notes:

1. Proper use of cover with be watched for and penalized if necessary.
2. DO NOT SHOOT THE WALLS!!!

COF Designed by Michael Scott

Range Masters "Fun" Shoot
Stage 3 - "Bonus Round"

S7

S8

T1

S5

S6

S3

S4

S1

S2

Barricade

P1

Round Count:
 String 1 = **4 Minimum**
 String 2 = **4 Minimum**
 String 3 = **4 Minimum**
Stage Total = 12 Minimum

Scoring:
 Vickers Scoring

String 1 -
 Shooter starts fully loaded behind Barricade at **P1**.
 - At the sound of the buzzer, **draw and engage S1 - S4 with proper use of cover.**
 - Reload as necessary, but **DO NOT RELOAD BETWEEN STRINGS**.

String 2 -
 Shooter starts behind Barricade at **P1**.
 - At the sound of the buzzer, **draw and engage S5 - S8 with proper use of cover.**
 - Reload as necessary, but **DO NOT RELOAD BETWEEN STRINGS**.

String 3 -
 Shooter starts behind Barricade at **P1**.
 - At the sound of the buzzer, **draw and engage S1, S2, S7 and S8 with proper use of cover.**
 - **Optionally**, the shooter may then engage the Bonus Target (**T1**) with **1 round only.** (A hit on the bonus target will give the shooter a **5-second deduction**. A miss will be no penalty. A hit on the Non-Threat will be scored as normal.)

COF designed by Landon Olson