

Range Masters "Fun" Shoot

Results for March 3, 2010

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Majers, Steve	O	94.21	24	32.37	26.87	11	36.87	35.37	3	24.97	8.61	11.36	10
2	Olson, Landon	NO	99.73	21	34.30	32.80	3	35.19	31.19	8	30.24	11.29	13.95	10
3	Kemp, Tony #2	NO	100.25	17	31.85	29.35	5	39.48	33.48	12	28.92	11.36	17.56	0
4	Mathis, David	NO	101.78	29	34.09	27.59	13	37.33	34.33	6	30.36	13.77	11.59	10
5	Redford, Steve	NO	107.20	27	48.53	35.53	26	36.89	36.39	1	21.78	8.90	12.88	0
6	Wakamatsu, Josh #2	NO	109.75	49	29.43	27.43	4	45.40	32.90	25	34.92	12.48	12.44	20
7	Peterson, Andy #2	NO	116.39	34	45.82	36.32	19	40.74	33.24	15	29.83	10.75	19.08	0
8	Rodriquez, Mike	NO	117.77	16	39.07	35.07	8	41.70	37.70	8	37.00	16.22	20.78	0
9	Redford, Steve	NO	118.66	29	40.87	35.87	10	46.55	42.05	9	31.24	14.53	11.71	10
10	Langford, Les	NO	120.54	10	40.00	37.00	6	46.09	44.09	4	34.45	17.96	16.49	0
11	Kemp, Tony #1	NO	125.11	61	39.74	38.24	3	38.33	32.33	12	47.04	9.67	14.37	46
12	Peterson, Andy #1	NO	125.75	37	51.92	38.92	26	41.64	36.14	11	32.19	14.63	17.56	0
13	Gonzalez, Francisco	NO	126.66	12	43.21	37.71	11	51.66	51.16	1	31.79	13.93	17.86	0
14	Limb, Brandon	NO	127.68	37	38.53	32.03	13	55.67	48.67	14	33.48	11.28	17.20	10
15	Keiser, Blake	NO	132.41	19	48.38	45.38	6	50.06	43.56	13	33.97	13.58	20.39	0
16	Wakamatsu, Josh #1	NO	133.76	64	50.26	36.26	28	35.58	32.58	6	47.92	21.77	11.15	30
17	Price, Mike	NO	135.80	61	39.44	29.44	20	50.49	34.99	31	45.87	18.30	22.57	10
18	Redford, "Red"	NO	138.49	64	49.43	37.43	24	55.57	40.57	30	33.49	11.06	17.43	10
19	Spensko, Shane	NO	142.23	39	45.70	40.20	11	53.24	44.24	18	43.29	16.29	22.00	10
20	Sorenson, Sam	NO	144.22	66	52.73	48.73	8	46.33	35.33	22	45.16	13.23	13.93	36
21	Phillips, RDan	NO	145.01	45	47.00	45.00	4	41.67	36.17	11	56.34	19.05	22.29	30
22	Allen, Glen	NO	145.48	32	40.69	31.19	19	51.09	49.59	3	53.70	17.28	31.42	10
23	Clark, David (Rev)	NO	155.58	76	66.92	43.92	46	56.66	41.66	30	32.00	16.98	15.02	0
24	Majers, Steve Jr.	O	157.73	83	56.36	43.36	26	50.79	35.29	31	50.58	8.98	28.60	26
25	Christiansen, Reed	NO	160.70	35	48.61	43.61	10	65.37	57.87	15	46.72	18.54	23.18	10
26	Asbell, Scott	NO	161.32	32	51.25	43.25	16	57.08	54.08	6	52.99	21.10	26.89	10
27	Waldo, Ralph	NO	162.66	57	64.69	49.19	31	55.62	52.62	6	42.35	12.14	20.21	20
28	Woodruff, Weston	NO	163.17	69	72.39	62.39	20	46.94	32.44	29	43.84	20.06	13.78	20
29	Keiser, Blake	NO	163.96	27	64.76	64.26	1	62.63	54.63	16	36.57	15.39	16.18	10
30	Scott, Michael Sr.	NO	169.60	106	50.00	37.00	26	68.73	43.73	50	50.87	15.53	20.34	30
31	Labaron, Chad	NO	173.68	85	47.60	35.60	24	73.39	47.89	51	52.69	20.82	26.87	10
32	Rees, Jerry (Rev)	NO	178.55	107	53.33	38.83	29	66.18	47.18	38	59.04	15.58	23.46	40
33	Prestwich, Kirt	NO	184.98	78	66.88	49.38	35	60.87	54.37	13	57.23	18.71	23.52	30
34	Salisbury, Josh	NO	190.59	21	79.56	71.56	16	60.22	57.72	5	50.81	22.49	28.32	0
35	Holladay, Jason	NO	196.26	79	47.50	42.50	10	114.56	80.06	69	34.20	16.30	17.90	0
36	Jensen, Erick	NO	215.16	136	66.84	40.84	52	83.39	61.39	44	64.93	21.56	23.37	40
37	Nielsen, Scott #2	NO	236.55	82	64.73	57.73	14	109.55	90.55	38	62.27	28.90	18.37	30
38	Van Ausdal, Brian	NO	249.88	157	71.15	46.65	49	102.84	53.84	98	75.89	42.38	28.51	10
39	Sabaldo, Teri	NO	250.75	77	85.19	70.19	30	80.99	67.49	27	84.57	24.80	49.77	20
40	Nielsen, Scott #1	NO	256.82	118	90.68	82.68	16	81.26	60.26	42	84.88	28.02	26.86	60
41	Little, James	NO	262.21	211	57.92	38.92	38	98.60	52.10	93	105.69	42.30	23.39	80
42	Hines, Tyler	NO	313.89	187	77.55	51.55	52	72.26	39.76	65	164.08	81.42	47.66	70

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

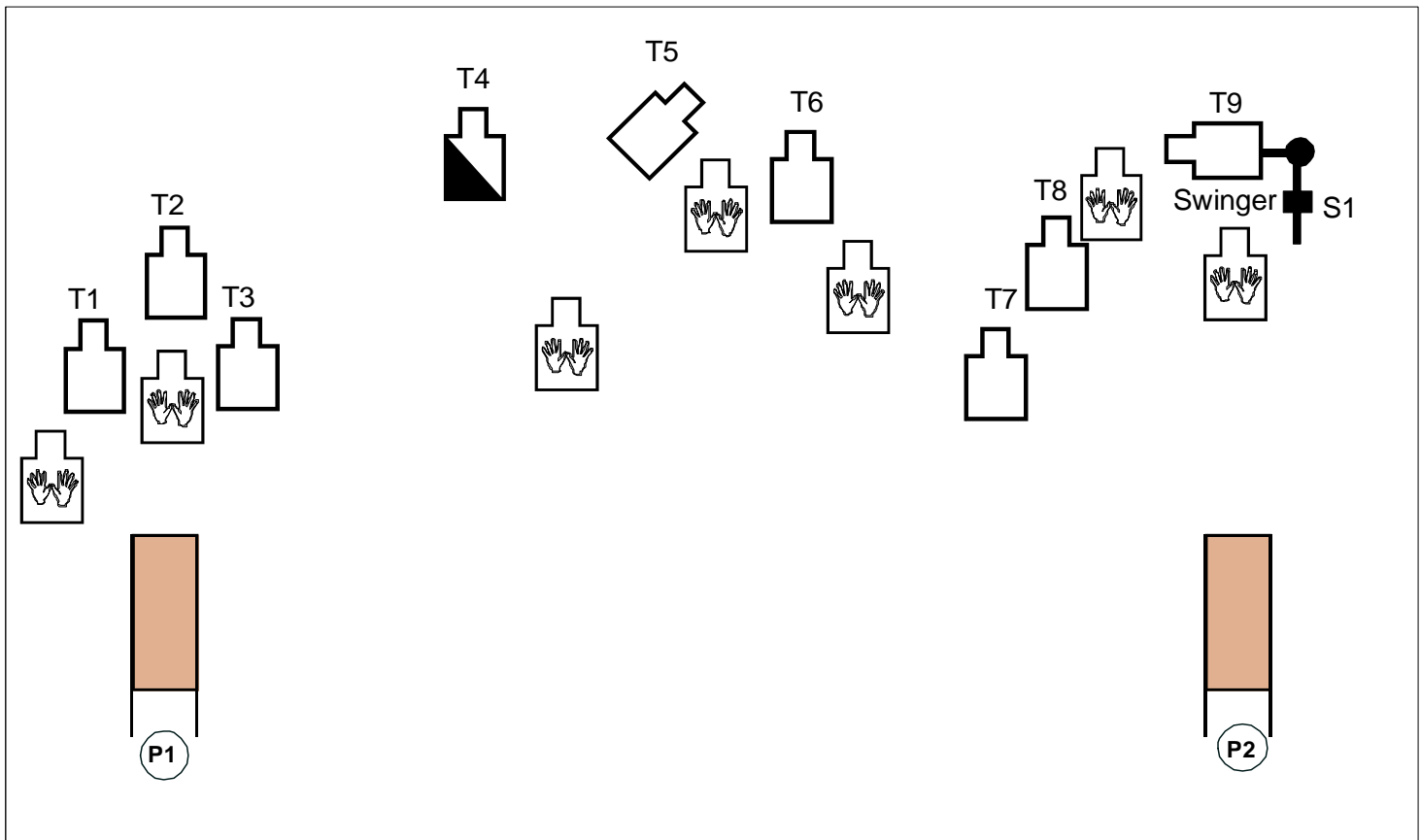
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “On the Move Again”



Round Count:
String 1 = **24 Minimum**
(24 rounds for the stage)

Vickers Count
(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

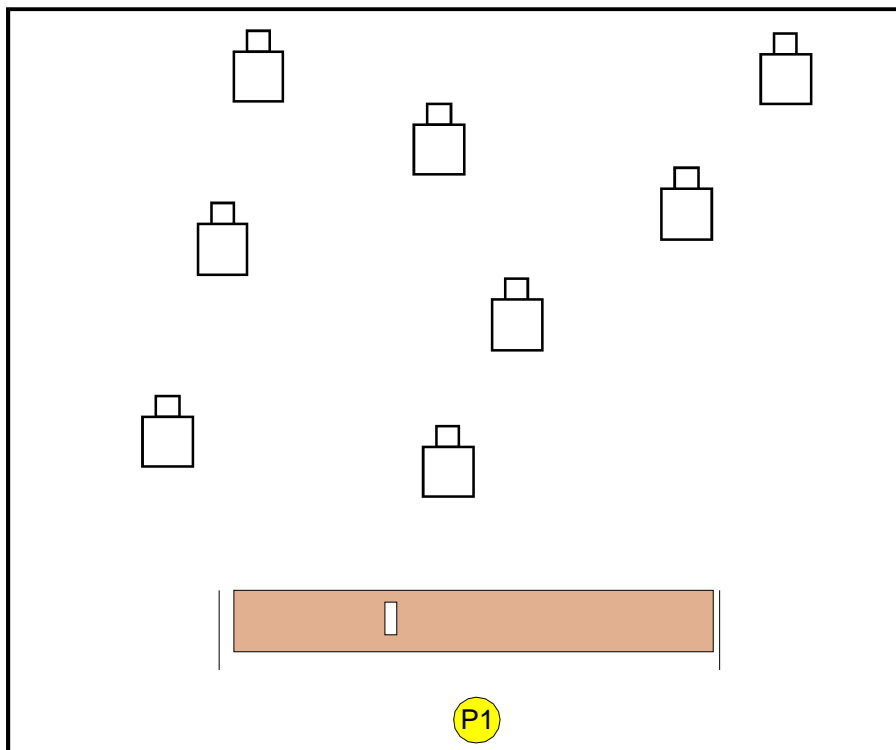
- At the sound of the buzzer, while properly using cover, draw and engage **T1 - T3** with **2 rounds** to the **TORSO** and **1 round** to the **HEAD** from **either side** of the barricade.
- **While moving to P2**, engage **T4 - T6** with **2 rounds each (BODY)**.
- **After reaching P2**, while properly using cover, engage **T7** and **T8** with **2 rounds to the TORSO** and **1 round to the HEAD**.
- Then, **from the RIGHT SIDE of the Barricade**, knock over **S1** to activate the Swinger (**T9**) and then engage it with **2 rounds (BODY)**.
- Reload as necessary.

Notes:

1. DO NOT SHOOT THE WALLS!
2. Use proper cover and **MOVE baby, MOVE!!!**

Range Masters “Fun” Shoot

Stage 2 - “Threat Assessment”



Round Count:

String 1 = **20** Minimum
Stage Total = **20** Minimum

Vickers Count

(Can make up shots.)

String 1 -

Shooter starts at **P1** with gun loaded as shooter chooses.

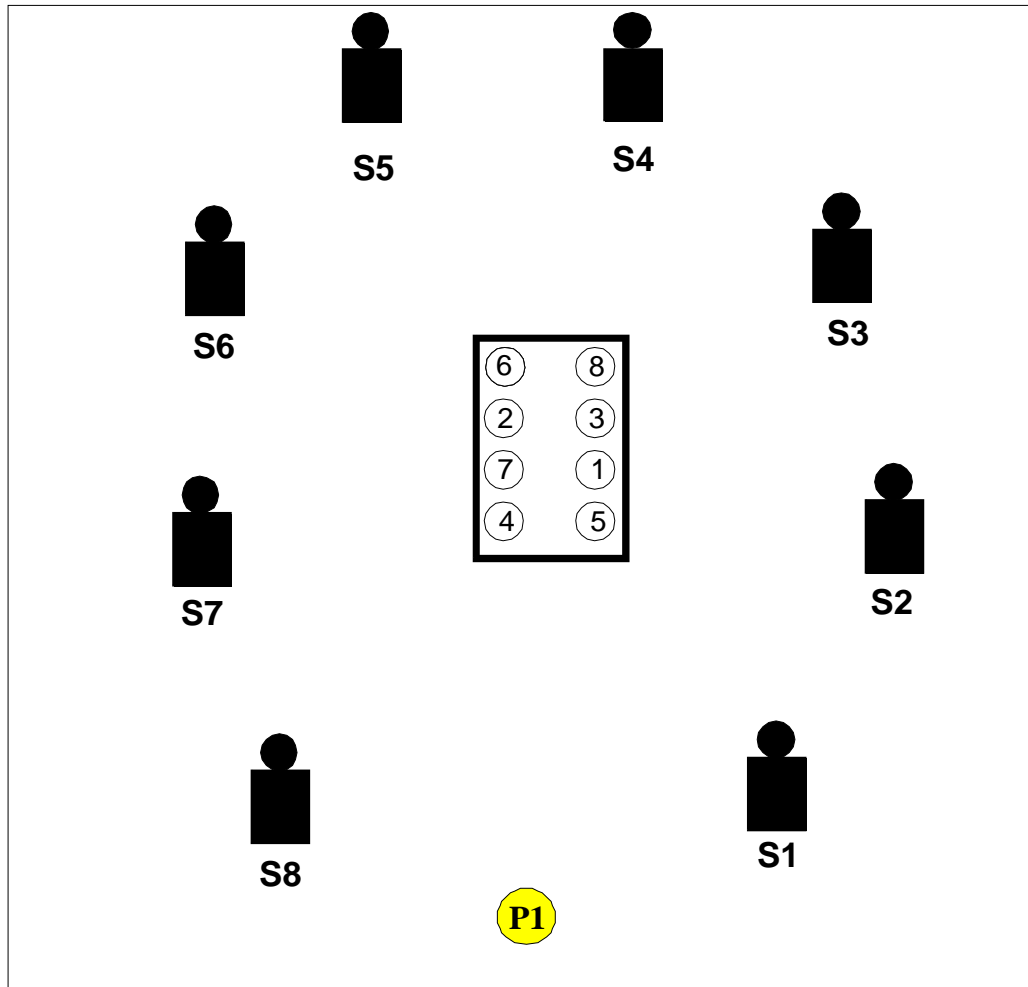
- At the sound of the buzzer, using the barricade as cover, engage all THREAT targets with **2 rounds** to the **TORSO**.
- **Once all threat targets have been engaged with two rounds** to the torso, perform a reload and **re-engage all threat targets** with **1 more round** to the **TORSO** and **1 round** to the **HEAD**.

Notes:

1. A procedural will be assessed for every shot striking a wall.
2. Intentionally shooting a target across the bay and striking the wall will result in a disqualification.
3. Failure-to-Neutralize penalties will be assessed (target must have at least one “Down 0” or “Down 1” bullet strike).
4. Threat targets will be distinguished by having weapons.

Range Masters “Fun” Shoot

Stage 3 - “Order on the Range!”



Round Count:
16 Min. rounds for stage.

Unlimited Vickers on Steel
Limited Vickers on Paper

String 1 -

Shooter starts fully loaded and holstered.

- At the sound of the buzzer, draw and engage **S1** thru **S4** (*in that order*) until plates are knocked down.
- Then fire **one round only** at the corresponding numbered targets (**1 thru 4**).
- Holster with remaining rounds in firearm - **DO NOT RELOAD**.

String 2 -

Shooter starts holstered with whatever rounds were remaining from String 1.

- At the sound of the buzzer, draw and engage **S5** thru **S8** (*in that order*) until plates are knocked down.
- Then fire **one round only** at the corresponding numbered targets (**5 thru 8**).

Notes:

1. **Only one round can be fired** at each center numbered target.
2. **COF must be shot in the order described above**, unless you like Procedural Penalty points!!