

Range Masters "Fun" Shoot

Results for March 4, 2009

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	Webster, Scott	NO	51.44	2	15.56	14.56	2	18.23	18.23	0	17.65	7.60	10.05	0
2	Olson, Landon	NO	63.77	17	18.48	16.98	3	20.09	18.09	4	25.20	6.98	13.22	10
3	Mathis, David	NO	67.88	16	17.42	15.42	4	28.16	22.66	11	22.30	7.97	13.83	1
4	DeLeeuw, Dave	O	72.66	9	17.46	14.96	5	33.32	31.82	3	21.88	7.16	14.22	1
5	Majers, Steve	O	75.03	38	24.07	18.07	12	29.52	21.52	16	21.44	6.85	9.59	10
6	Moffat, Joel	NO	79.75	44	22.78	15.78	14	37.05	22.05	30	19.92	10.17	9.75	0
7	Huff, Blake	O	83.46	42	23.74	17.74	12	36.78	22.28	29	22.94	8.41	14.03	1
8	Spensko, Shane	NO	87.01	30	18.27	14.77	7	38.90	28.40	21	29.84	10.50	18.34	2
9	Wakamatsu, Josh	NO	90.12	36	24.71	20.21	9	45.88	33.38	25	19.53	6.79	11.74	2
10	Ursulich, Ryan	NO	91.28	38	25.47	16.97	17	34.51	27.01	15	31.30	10.88	17.42	6
11	Redford, "Red"	NO	91.66	39	28.13	23.13	10	42.77	28.77	28	20.76	10.52	9.74	1
12	Sorenson, Sam	NO	92.46	18	23.77	19.77	8	29.64	25.14	9	39.05	18.83	19.72	1
13	Kemp, Tony	NO	92.47	61	19.79	13.29	13	37.90	20.90	34	34.78	10.49	17.29	14
14	Hubbard, Corey	NO	93.38	32	25.05	19.55	11	41.87	34.37	15	26.46	10.48	12.98	6
15	Scott, Alan	NO	94.66	42	21.90	17.40	9	36.87	22.87	28	35.89	15.94	17.45	5
16	Phillips, RDan	NO	94.99	11	27.16	23.66	7	33.00	31.50	3	34.83	16.21	18.12	1
17	Stubbs, Scott Sr.	NO	97.42	33	20.43	18.43	4	36.01	22.51	27	40.98	19.57	20.41	2
18	Waldo, Ralph	NO	98.01	26	27.44	18.44	18	35.13	31.13	8	35.44	15.10	20.34	0
19	Rodriquez, Mike	NO	98.56	37	19.41	15.41	8	55.60	41.10	29	23.55	9.20	14.35	0
20	Price, Mike	NO	99.58	37	23.80	20.30	7	46.18	31.18	30	29.60	12.56	17.04	0
21	Boyce, Steven	NO	101.40	41	27.40	18.40	18	31.36	22.86	17	42.64	11.55	28.09	6
22	Scott, Michael Sr.	NO	102.08	55	21.35	16.35	10	47.45	24.95	45	33.28	14.74	18.54	0
23	DeWitt, Derel	NO	104.44	22	26.54	22.04	9	37.87	31.37	13	40.03	14.28	25.75	0
24	Rees, Jerry (Rev)	NO	104.63	40	23.37	19.37	8	41.52	33.52	16	39.74	13.64	18.10	16
25	Gustaveson, Michael	O	105.83	17	20.80	19.30	3	52.06	45.56	13	32.97	10.96	21.51	1
26	Boyce, Jake	NO	107.45	62	29.06	18.56	21	37.18	20.68	33	41.21	20.67	16.54	8
27	Clark, David (Rev)	NO	107.90	11	27.47	25.97	3	43.59	41.09	5	36.84	17.01	18.33	3
28	Boyle, Zane	NO	109.96	67	30.77	20.27	21	52.15	29.15	46	27.04	11.36	15.68	0
29	Cunningham, Aaron	NO	110.51	48	23.56	18.56	10	45.36	28.86	33	41.59	17.16	21.93	5
30	Potts, James	NO	115.76	26	28.14	21.64	13	46.42	39.92	13	41.20	18.72	22.48	0
31	Sump, Brian	NO	117.21	34	29.90	21.90	16	49.47	40.97	17	37.84	12.58	24.76	1
32	Majers, Steve Jr.	O	118.86	33	23.02	20.02	6	51.81	43.81	16	44.03	19.56	18.97	11
33	Meservey, Matt	NO	119.12	37	33.28	27.78	11	46.46	33.96	25	39.38	21.00	17.88	1
34	Schroeder, Matt	NO	128.01	33	30.31	26.81	7	49.09	42.09	14	48.61	16.78	25.83	12
35	Hintz, Jesse	NO	128.23	44	26.41	16.91	19	40.41	35.91	9	61.41	16.61	36.80	16
36	Lytle, Josh	NO	143.34	40	32.60	24.10	17	40.14	34.64	11	70.60	32.30	32.30	12
37	Jones, Matt	NO	144.55	39	30.77	21.77	18	37.37	32.87	9	76.41	23.33	47.08	12
38	Flemate, Brian	NO	145.57	92	25.98	14.98	22	55.84	23.84	64	63.75	22.09	38.66	6
39	Holladay, Dave	NO	145.62	81	29.36	23.36	12	46.02	29.52	33	70.24	25.40	26.84	36
40	Heckert, Zach	NO	149.09	44	34.20	19.70	29	33.57	27.57	12	81.32	35.67	44.15	3
41	Van Ausdal, Brian	NO	155.19	24	32.46	27.46	10	53.90	47.40	13	68.83	33.25	35.08	1
42	Heckert, Brian	NO	166.19	75	33.46	22.46	22	53.48	32.48	42	79.25	45.82	27.93	11
43	Evans, Kasey	NO	183.69	79	37.38	29.88	15	86.75	56.75	60	59.56	25.26	32.30	4
44	Nichols, Jeff	NO	191.08	40	42.22	33.72	17	67.52	61.02	13	81.34	55.68	20.66	10

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

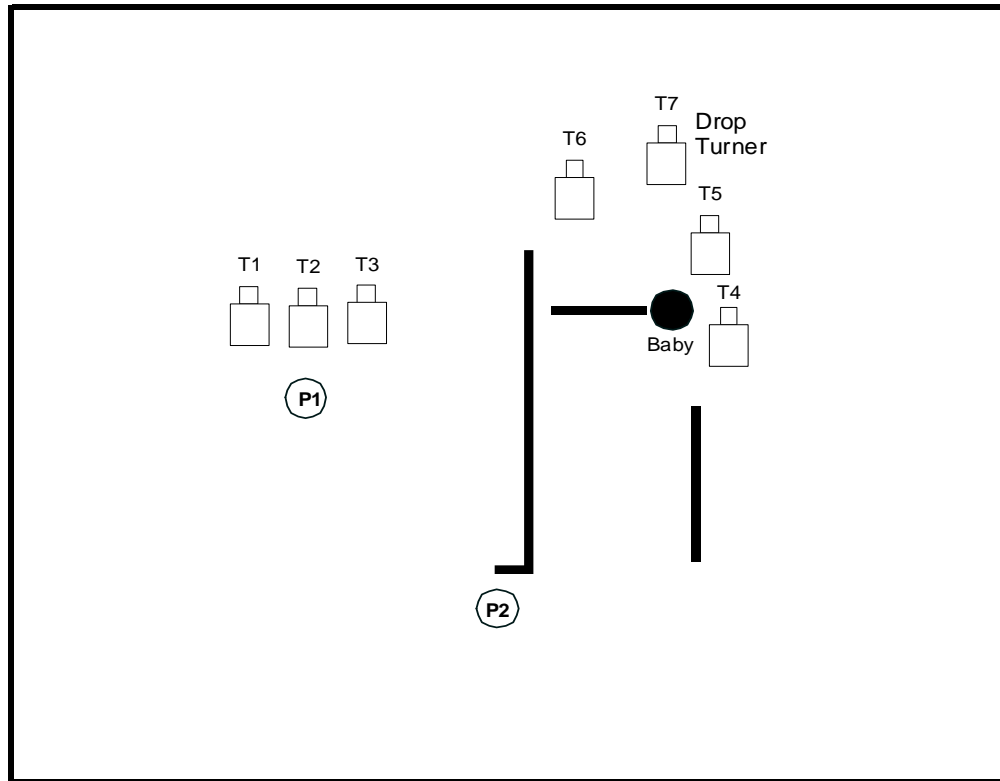
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Save the Baby!”



Round Count:
String 1 = **14 minimum**
(**14** rounds for the stage)

Vickers Count
(Can make up shots)

Situation:

You have come to pick up your child only to find that a gang of kidnappers want to hold it for ransom. Three thugs stop you outside the house to tell you of their plans and that they have friends inside with your child. You've decided to thwart the attempt.

String 1:

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

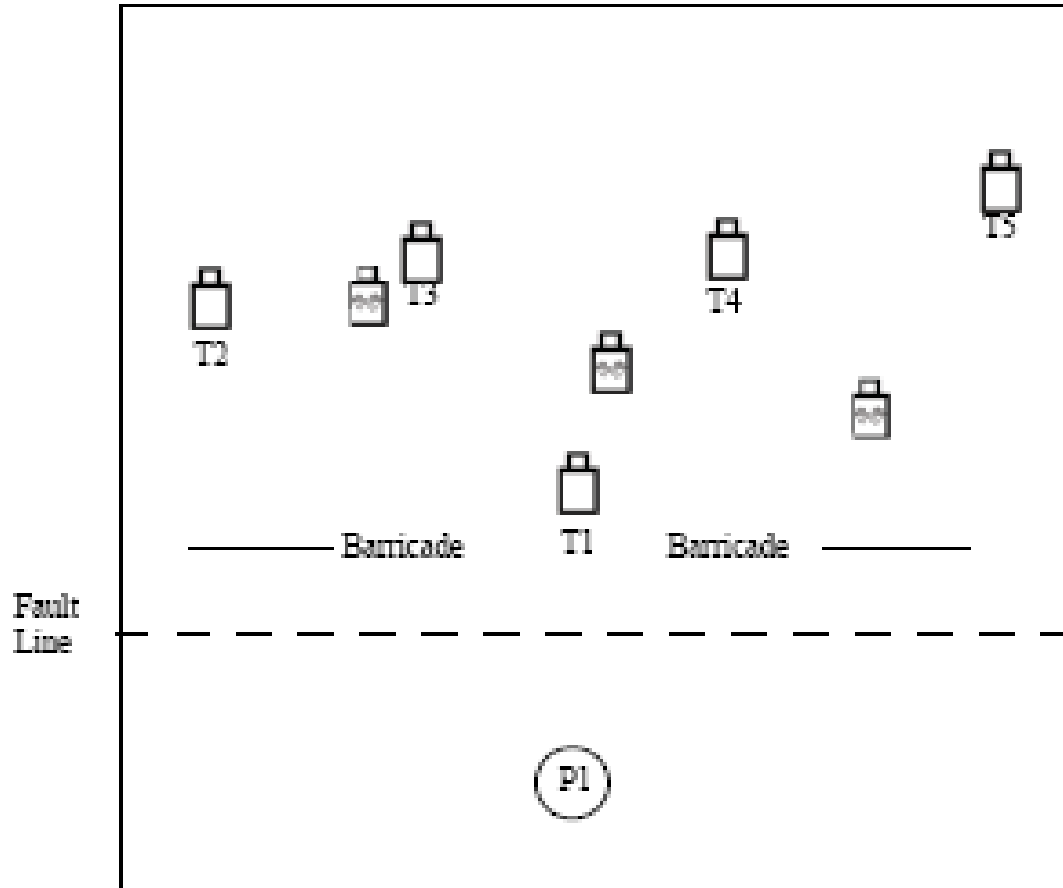
- At the signal, draw and while retreating to **P2**, engage immediate threats, **T1-T3**, with **2 rounds each in Tactical Sequence**.
- From **P2**, while properly using cover, engage **T4** and **T5** with **2 rounds each**, then proceed down the hallway and engage **T6** with **2 rounds** as it becomes visible.
- Pick up and cradle the baby with the weak hand and, while retreating, engage remaining threat, **T7**, as it appears, with **2 rounds** using the **Strong Hand Only**.

Notes:

1. Cover must be properly used while engaging targets.
2. Shooter must maintain proper muzzle control throughout the string.
4. Shooting the wall will result in penalties.
5. Intentionally shooting the wall with result in disqualification.

Range Masters "Fun" Shoot

Stage 2 - "Toe The Line"



Round Count:
String 1 = 15 minimum

Vickers Count
(Can make up shots)

String 1 -

Shooter starts at P1 with back to targets. At the sound of the buzzer, draw and engage T1 with three rounds, then move to cover and engage T2-T5 with two rounds each.

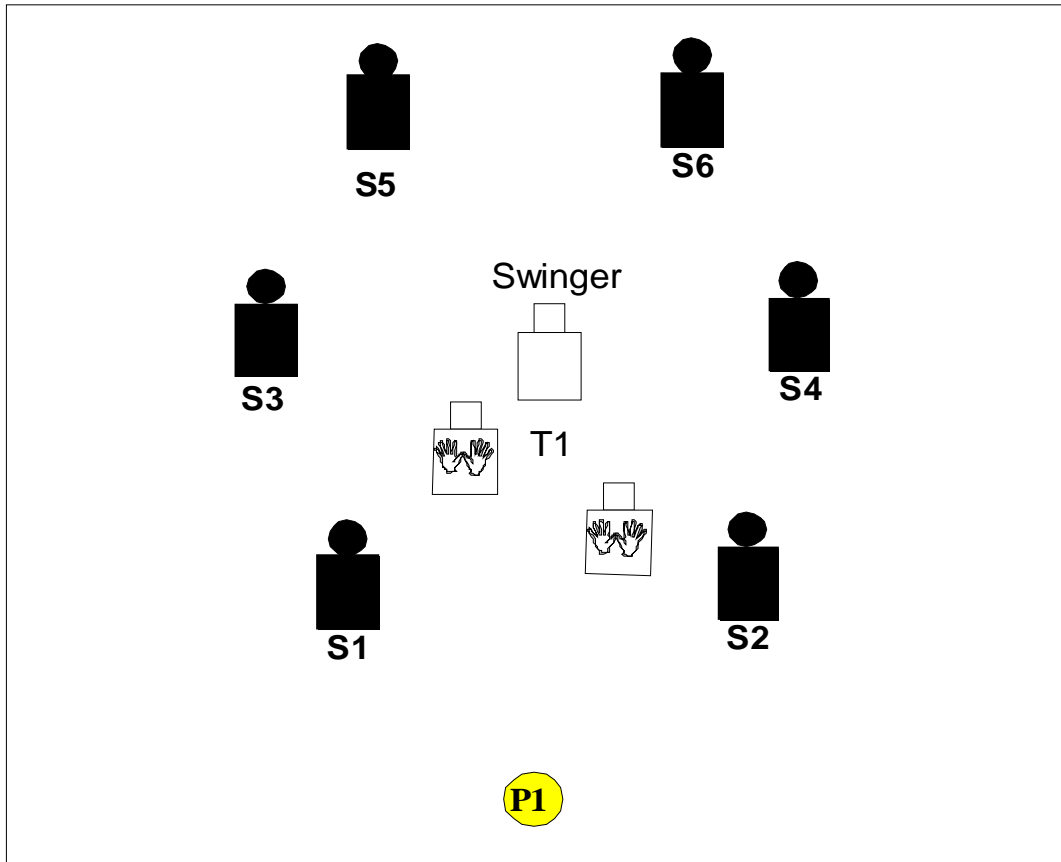
NOTE:

- A procedural will be assessed for crossing the fault lines.
- Shooter must use cover (with the exception of T1).
- Shooter must shoot left-handed from the left sides of barricades and right-handed from the right sides of barricades.
- A procedural will be assessed for every shot striking a wall.
- Intentionally shooting a target across the bay and striking the wall will result in a disqualification.

COF Designed by Landon Olson

Range Masters “Fun” Shoot

Stage 3 - “Swinging Fun”



Round Count:
String 1 = 6 rds Min.
String 2 = 8 rds Min.

Vickers Count
(Can make up shots)

String 1 -

Shooter starts at **P1** with weapon fully loaded and holstered.

- At the sound of the buzzer, draw and engage all steel targets in any order until they fall.
- At the direction of the SO, holster weapon in the condition of the last shot fired.

String 2-

- At the sound of the buzzer, draw and engage target **T1** with **2 rounds** to Torso or Head as target presents itself.
- Then engage all steel targets in any order until they fall.

Notes -

1. All hits on non-threats will be counted!
2. Reload as necessary.