

Range Masters "Fun" Shoot

Results for April 5, 2006

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	PD
		Shoot Total	Points Down											
1	Terry, Dale (Rev)	64.34	2	31.69	31.19	1	22.56	22.06	1	10.09	3.26	4.00	2.83	0
2	Terry, Wade (Rev)	65.48	1	31.94	31.44	1	22.81	22.81	0	10.73	3.85	2.96	3.92	0
3	Young, Ren	67.44	4	30.94	29.44	3	23.46	22.96	1	13.04	4.92	4.02	4.10	0
4	Langford, Les	69.25	15	31.35	27.35	8	20.90	17.40	7	17.00	5.95	4.08	6.97	0
5	Thomas, Kevin	75.89	10	34.14	31.14	6	24.33	22.33	4	17.42	5.63	5.25	6.54	0
6	Majers, Steve	76.84	6	34.68	31.68	6	29.35	29.35	0	12.81	3.57	3.76	5.48	0
7	Collins, Ken	77.16	24	40.37	30.37	20	24.59	22.59	4	12.20	4.59	3.42	4.19	0
8	Rodriquez, Mike	79.88	16	32.03	29.03	6	34.93	29.93	10	12.92	5.30	3.98	3.64	0
9	Phillips, RDan	82.42	5	36.29	34.29	4	28.10	27.60	1	18.03	5.50	7.42	5.11	0
10	DeLeeuw, Dave	82.73	8	37.12	34.12	6	30.87	29.87	2	14.74	4.15	3.82	6.77	0
11	Adams, Brent	85.18	21	33.45	28.45	10	32.46	26.96	11	19.27	4.00	9.42	5.85	0
12	Hatch, Ryan	85.22	10	35.70	31.70	8	32.83	31.83	2	16.69	5.49	5.38	5.82	0
13	Pierce, Justin	86.37	5	32.55	31.05	3	31.63	30.63	2	22.19	8.14	6.43	7.62	0
14	Scott, Alan	87.16	2	38.15	37.65	1	31.96	31.46	1	17.05	7.62	4.03	5.40	0
15	Young, Ren (X)	88.47	20	36.86	30.36	13	28.58	25.08	7	23.03	9.43	4.91	8.69	0
16	Moffat, Joel	88.77	2	33.70	33.70	0	32.55	31.55	2	22.52	6.30	9.16	7.06	0
17	Dudley, Chris	90.87	40	43.41	29.41	28	29.54	23.54	12	17.92	5.15	6.01	6.76	0
18	Huff, Blake (Rev)	93.96	19	43.15	38.65	9	37.05	32.05	10	13.76	4.55	4.41	4.80	0
19	Redford, Noel	99.90	25	51.04	42.54	17	30.69	26.69	8	18.17	5.41	6.42	6.34	0
20	Huff, Travis	100.09	31	43.27	32.77	21	35.03	30.03	10	21.79	5.10	5.01	11.68	0
21	Scott, Michael Sr.	100.24	23	38.03	31.53	13	29.59	24.59	10	32.62	4.95	8.60	19.07	0
22	Limb, Brandon	102.67	9	41.51	40.01	3	34.91	31.91	6	26.25	5.33	13.23	7.69	0
23	Zufelt, Auddie	111.32	8	47.20	43.70	7	44.51	44.01	1	19.61	6.32	5.95	7.34	0
24	Price, Mike	111.73	7	40.90	38.90	4	41.30	39.80	3	29.53	8.58	7.58	13.37	0
25	Fraughton, Justin	112.49	16	39.21	32.71	13	48.00	46.50	3	25.28	11.30	6.33	7.65	0
26	Hatch, Brandon	114.11	23	43.60	37.60	12	39.50	34.00	11	31.01	14.99	7.11	8.91	0
27	Thomson, Dan	114.77	69	49.98	31.98	36	46.33	29.83	33	18.46	5.08	6.94	6.44	0
28	Collins, John	115.23	21	50.29	43.79	13	31.94	27.94	8	33.00	8.70	5.98	18.32	0
29	Sawyer, Rob	116.13	13	49.79	45.79	8	38.60	36.10	5	27.74	8.85	6.41	12.48	0
30	Rees, Jerry (Rev)	117.35	21	42.50	33.50	18	60.10	58.60	3	14.75	4.61	4.24	5.90	0
31	Dalton, Dell	119.27	10	36.15	31.65	9	55.57	55.07	1	27.55	6.49	11.37	9.69	0
32	Loveless, Doug (Rev)	119.62	34	54.27	44.77	19	46.25	38.75	15	19.10	6.19	7.05	5.86	0
33	Gustaveson, Mike	122.69	24	49.82	43.82	12	44.43	38.43	12	28.44	11.13	7.44	9.87	0
34	Allen, Michael	126.04	49	52.05	39.05	26	47.48	35.98	23	26.51	11.13	7.09	8.29	0
35	Edwards, Preston	127.77	29	47.37	37.87	19	40.00	35.00	10	40.40	13.63	9.90	16.87	0
36	Fulton, Craig	135.25	32	60.71	53.21	15	45.65	37.15	17	28.89	9.92	11.70	7.27	0
37	Loveless, Gerald (Rev)	136.49	23	66.69	57.19	19	42.00	40.00	4	27.80	17.41	5.69	4.70	0
38	Clark, David (Rev)	138.30	27	51.83	44.83	14	54.71	48.21	13	31.76	20.33	4.90	6.53	0
39	Harris, Travis	138.86	56	57.07	34.57	45	45.13	39.63	11	36.66	6.87	12.22	17.57	0
40	Hatch, Bryce	144.72	31	53.05	44.55	17	59.52	52.52	14	32.15	8.54	6.24	17.37	0
41	Scott, Michael Jr.	160.68	62	45.76	41.26	9	62.39	35.89	53	52.53	23.01	18.69	10.83	0
42	Collins, Denice	201.94	92	76.90	49.90	54	69.90	50.90	38	55.14	18.40	20.50	16.24	0
43	Zufelt, Heatherann (.22)	202.55	29	97.22	91.22	12	54.82	46.32	17	50.51	11.91	20.22	18.38	0
44	Thayne, Mike	211.54	51	74.71	62.71	24	76.57	68.07	17	60.26	16.23	28.48	10.55	10

Notes:

- The "Fun" Shoot is held on the **1st Wednesday** and **3rd Tuesday** of each month (6:30 p.m.) at Range Masters.
- You can use **ANY** handgun you want, as long as it can be safely drawn from a **strong-side holster**.
- IDPA format and scoring.

PD = Points Down = .5 seconds x Points Down

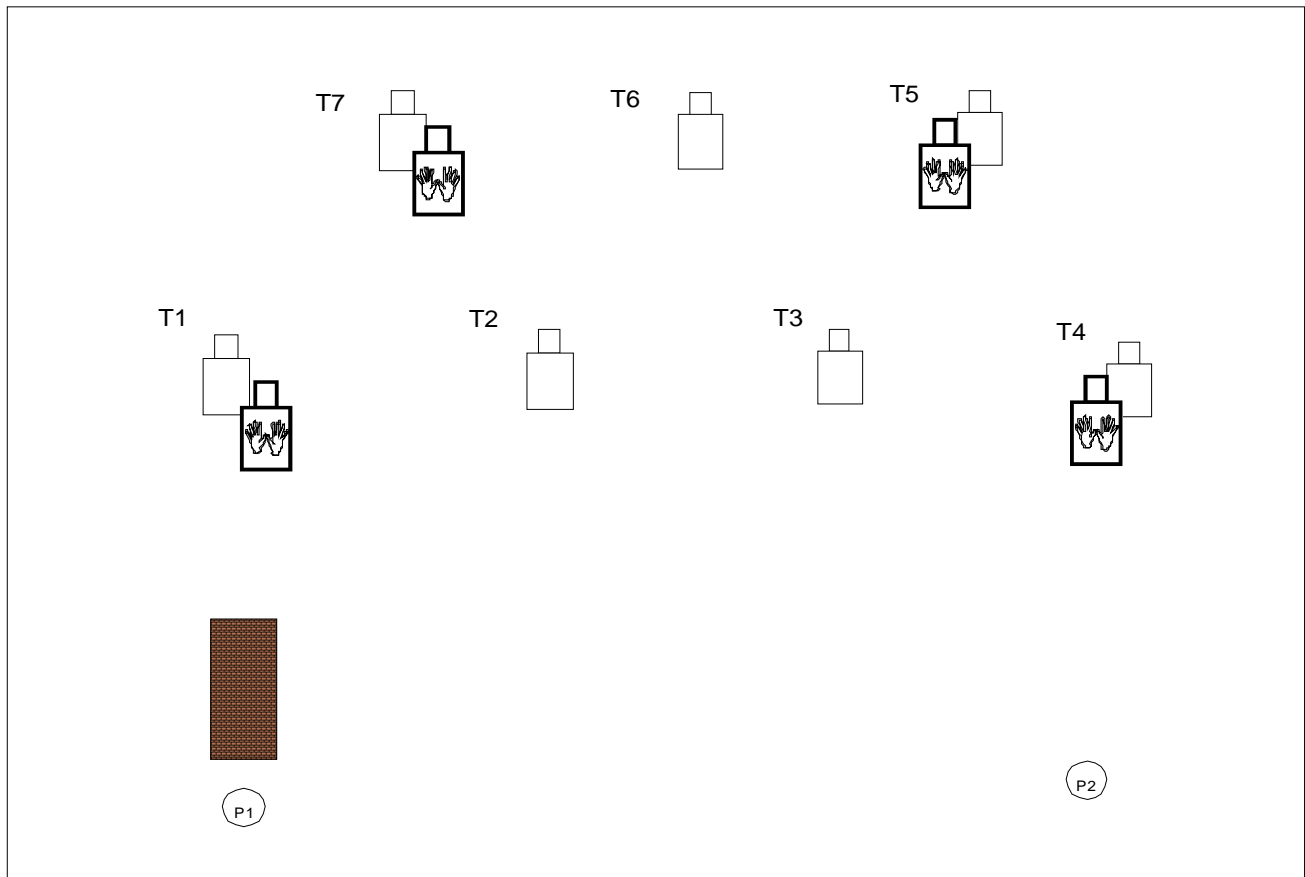
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses-on-Steel, etc.)

(Rev) = Revolver

DNF = Did Not Finish

Range Masters “Fun” Shoot

Stage 1 - “Keep Moving”



Round Count:
String 1 = 18

Vickers
(Shooter can make up shots)

String 1 -

Shooter starts at **P1** with **no more than 11 rounds** in the gun.

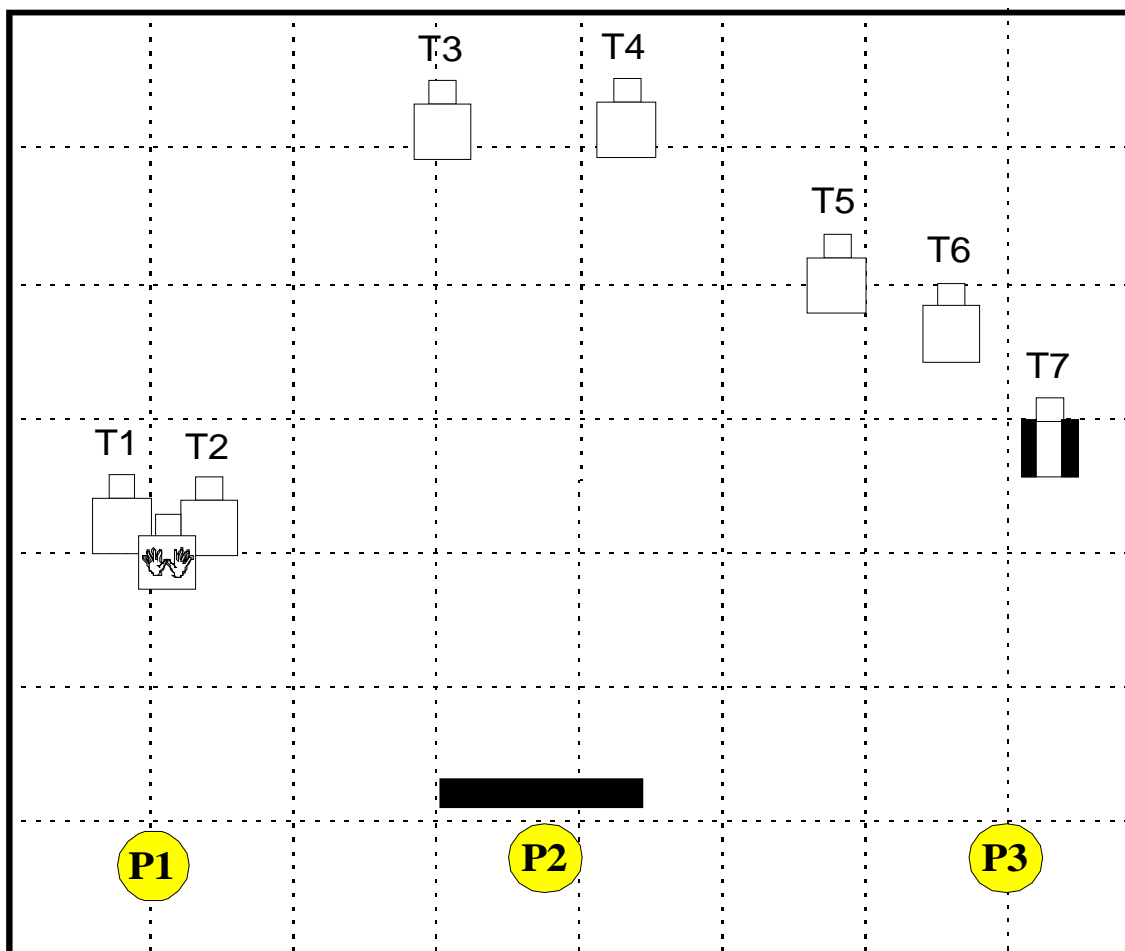
- At the sound of the buzzer, draw, and using either side of the barricade as cover, engage **T1** with **2 shots to the body** and **1 shot to the head**.
- Then, **while moving to P2**, engage **T2 thru T4** with **2 shots to the body** and **1 shot to the head**. (**DO NOT ENGAGE T4 until at P2.**)
- Then engage **T5 thru T7** with **2 shots to the body** while moving back to **P1**.

NOTES:

1. Shooter must use barricade as cover at **P1** while engaging **T1** only.
2. Shooter **does not have to use the barricade** to engage any targets after initially using it to engage **T1** after the buzzer.
3. After engaging **T1** from cover, shooter must be moving while engaging all other targets.
4. Shooter **may also re-engage T1 thru T4 while moving back to P1**.

Range Masters “Fun” Shoot

Stage 2 - “Bay 2 Shoot Out”



Round Count:

String 1 = **19** minimum

(**19** rounds min. for the stage.)

Vickers Count

(Can make up shots.)

Scoring:

Targets are only scored after the shooter has completed all strings.

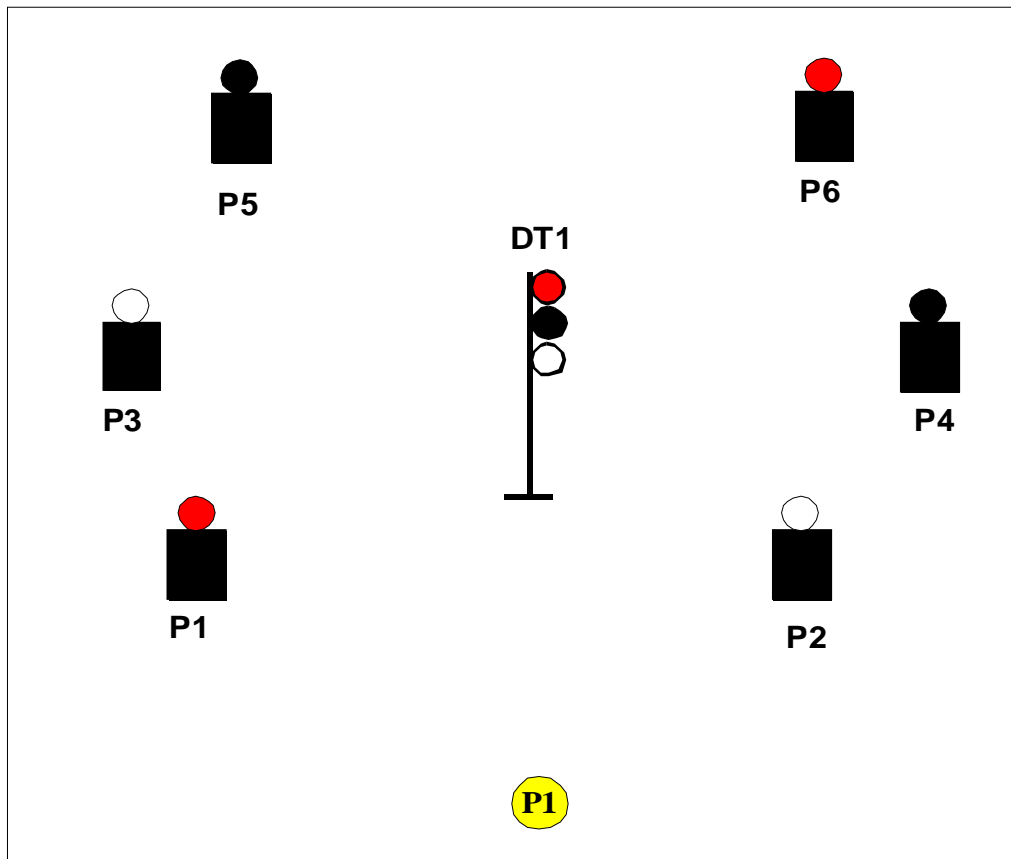
String 1:

Shooter starts at **P1** -

- At the buzzer, draw, and engage **T1** and **T2** with at least **2 rounds to the body** and **1 round to the head**.
- Move to **P2** and engage **T3** from the **LEFT side of the barricade** with at least **2 rounds (body or head)**, then engage **T4** from the **RIGHT side of the barricade** with at least **2 rounds (body or head)**, then perform a **slide-lock reload** or **reload-with-retention** before moving to **P3**.
- Move to **P3** and engage **T5 - T7** with at least **2 rounds to the body** and **1 round to the head**.
- Reload as necessary, but **must perform the stated reload before moving to P3**.

Range Masters “Fun” Shoot

Stage 3 - “Pick a Color 2”



Round Count:

String 1 = **3 minimum**
String 2 = **3 minimum**
String 3 = **3 minimum**
(9 rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**. The shooter will pick 1 card from a group of 3 cards which represent the three target colors. At the sound of the buzzer, SO will tell the shooter what color was picked.

- At the sound of the buzzer, draw and engage **only the plates that are the color that the S.O. indicated**, with **1 hit each in any order**.

String 2 -

Same as above except shooter selects one of the remaining 2 color cards.

String 3 -

Same as above except shooter engages the remaining color plates.