

Range Masters "Fun" Shoot

Results for March 17, 2009

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	Bonus Deduct	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Webster, Scott	NO	50.91	6	16.72	19.72	5.00	4	15.75	14.75	2	18.44	3.92	2.75	3.05	8.72	0
2	Mathis, David	NO	57.34	13	18.34	21.84	5.00	3	14.03	14.03	0	24.97	3.58	4.59	2.65	9.15	10
3	Olson, Landon	NO	60.54	17	18.97	18.47	5.00	11	19.94	16.94	6	21.63	5.27	5.00	2.94	8.42	0
4	Meservey, Matt	NO	71.22	18	19.43	21.43	5.00	6	15.38	14.38	2	36.41	5.34	3.82	5.72	16.53	10
5	DeLeeuw, Dave	O	72.06	23	21.22	21.22		0	21.60	15.10	13	29.24	4.71	3.10	2.61	13.82	10
6	Gustaveson, Michael	O	74.83	32	23.29	27.79	5.00	1	22.96	17.46	11	28.58	3.73	2.96	3.12	8.77	20
7	DeWitt, Derel	NO	76.73	21	27.10	25.10		4	19.57	16.07	7	30.06	6.82	4.34	3.41	10.49	10
8	Moffat, Joel	NO	77.80	36	20.46	21.46	5.00	8	26.87	17.87	18	30.47	6.44	2.75	3.53	12.75	10
9	Wakamatsu, Josh	NO	81.57	48	30.24	21.24		18	25.08	15.08	20	26.25	4.64	2.71	3.10	10.80	10
10	Limb, Brandon	NO	82.88	41	23.93	22.43		3	26.46	17.46	18	32.49	5.56	2.78	2.37	11.78	20
11	Lyman, Mark	NO	84.44	12	32.07	29.07		6	25.16	22.16	6	27.21	4.52	5.07	4.05	13.57	0
12	Redford, "Red"	NO	85.22	46	33.27	22.27	5.00	32	22.42	20.42	4	29.53	4.23	5.14	5.72	9.44	10
13	Price, Mike	NO	89.42	29	27.96	26.46	5.00	13	25.80	22.80	6	35.66	8.06	4.30	3.59	14.71	10
14	Spensko, Shane	NO	90.07	88	24.59	16.09	5.00	27	34.15	13.65	41	31.33	4.07	1.96	2.96	12.34	20
15	Clark, David (Rev)	NO	94.10	29	28.14	29.14	5.00	8	23.86	23.36	1	42.10	4.86	5.92	3.73	17.59	20
16	Jones, Matt	NO	94.94	32	39.24	28.74		21	24.70	19.20	11	31.00	5.50	5.38	2.65	17.47	0
17	Rodriquez, Mike	NO	95.88	67	30.63	24.63	5.00	22	32.96	20.46	25	32.29	3.47	3.61	2.70	12.51	20
18	Sorenson, Sam	NO	98.27	33	33.90	29.40	5.00	19	19.30	17.30	4	45.07	20.81	3.77	2.55	12.94	10
19	Waldo, Ralph	NO	98.29	56	28.51	22.51	5.00	22	35.44	23.44	24	34.34	8.44	6.12	3.77	11.01	10
20	Rees, Jerry (Rev)	NO	101.12	36	34.16	26.66	5.00	25	22.96	22.46	1	44.00	8.90	6.57	2.75	20.78	10
21	Scott, Michael Sr.	NO	102.97	71	35.02	25.52	5.00	29	33.94	17.94	32	34.01	11.68	5.26	2.58	9.49	10
22	Phillips, RDan	NO	105.61	34	35.08	37.58	5.00	5	28.95	19.45	19	41.58	5.30	7.40	3.62	20.26	10
23	Hansen, Jeff	NO	108.81	94	34.43	17.43	5.00	44	40.15	20.15	40	34.23	10.55	6.41	2.74	9.53	10
24	Frampton, Zac	NO	121.03	54	37.59	30.59	5.00	24	33.66	28.66	10	49.78	8.55	7.92	4.08	19.23	20
25	Hintz, Jesse	NO	122.16	62	32.83	25.33		15	35.27	21.77	27	54.06	14.10	4.72	4.08	21.16	20
26	Schroeder, Matt	NO	149.12	47	72.10	59.60		25	29.86	28.86	2	47.16	4.17	5.32	3.55	24.12	20
27	Van Ausdal, Brian	NO	149.98	82	46.85	38.85	5.00	26	45.18	27.18	36	57.95	9.26	6.23	4.48	27.98	20
28	Nichols, Jeff	NO	159.32	39	66.64	60.14		13	35.09	32.09	6	57.59	12.24	6.61	5.21	23.53	20
29	Buchanan, Kayle	NO	160.95	107	51.71	39.21	5.00	35	33.37	17.37	32	75.87	10.84	5.44	2.75	36.84	40
30	Evans, Kasey	NO	162.85	88	45.26	39.26		12	49.66	21.66	56	67.93	32.24	9.38	4.36	11.95	20
31	Driscoll, JaNell	NO	196.45	43	66.62	59.62	5.00	24	52.70	48.20	9	77.13	11.65	12.83	8.12	39.53	10
32	Vincent, Troy	NO	202.72	142	62.51	26.01		73	60.19	30.69	59	80.02	31.59	10.84	5.58	27.01	10
33	Miller, Priscilla	NO	DNF	DNF	102.53	88.53		28	43.13	25.00		DNF					

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

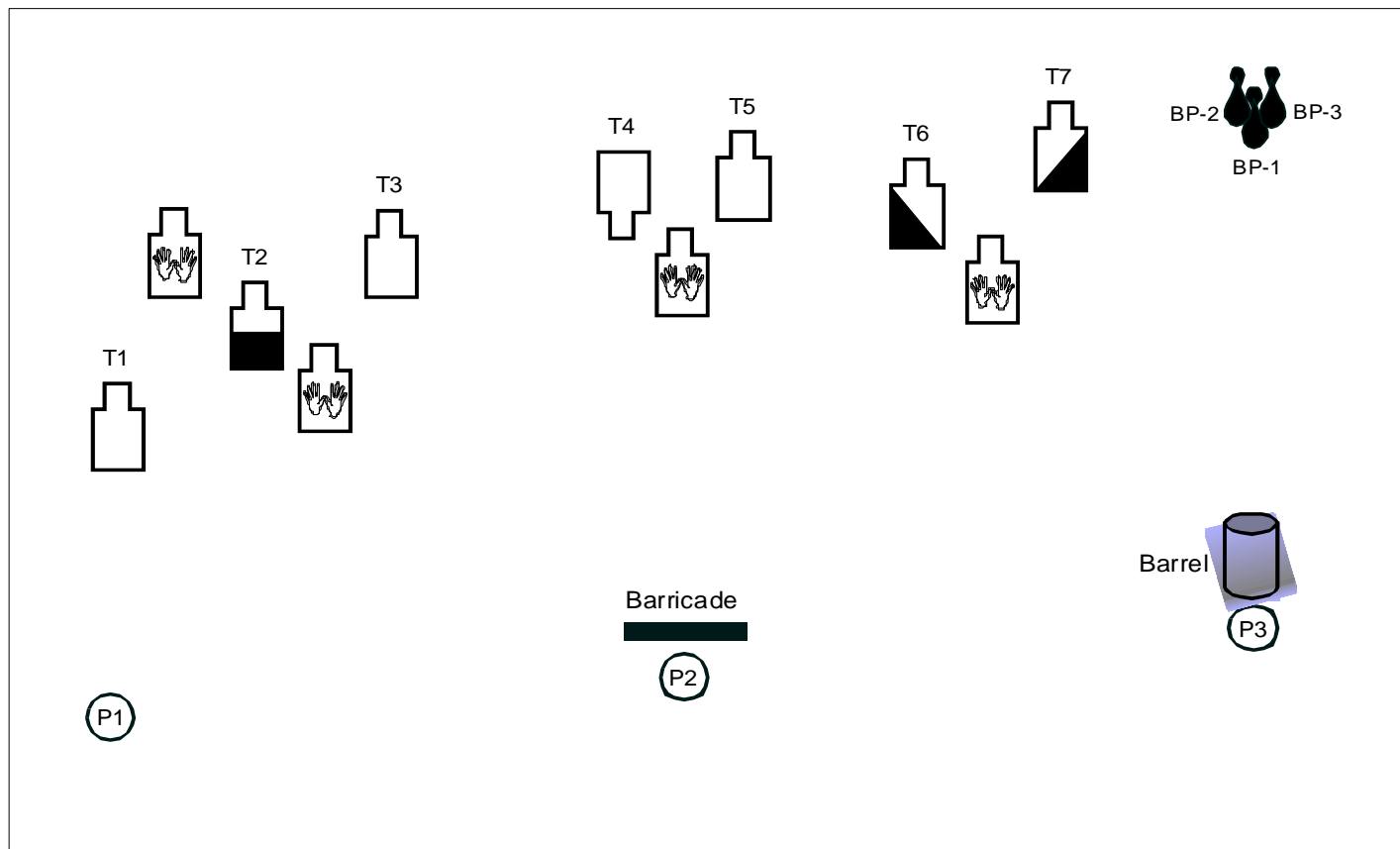
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Three Pin Bonus”



Round Count:

String 1 = **15+ Minimum**
(**15+** rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

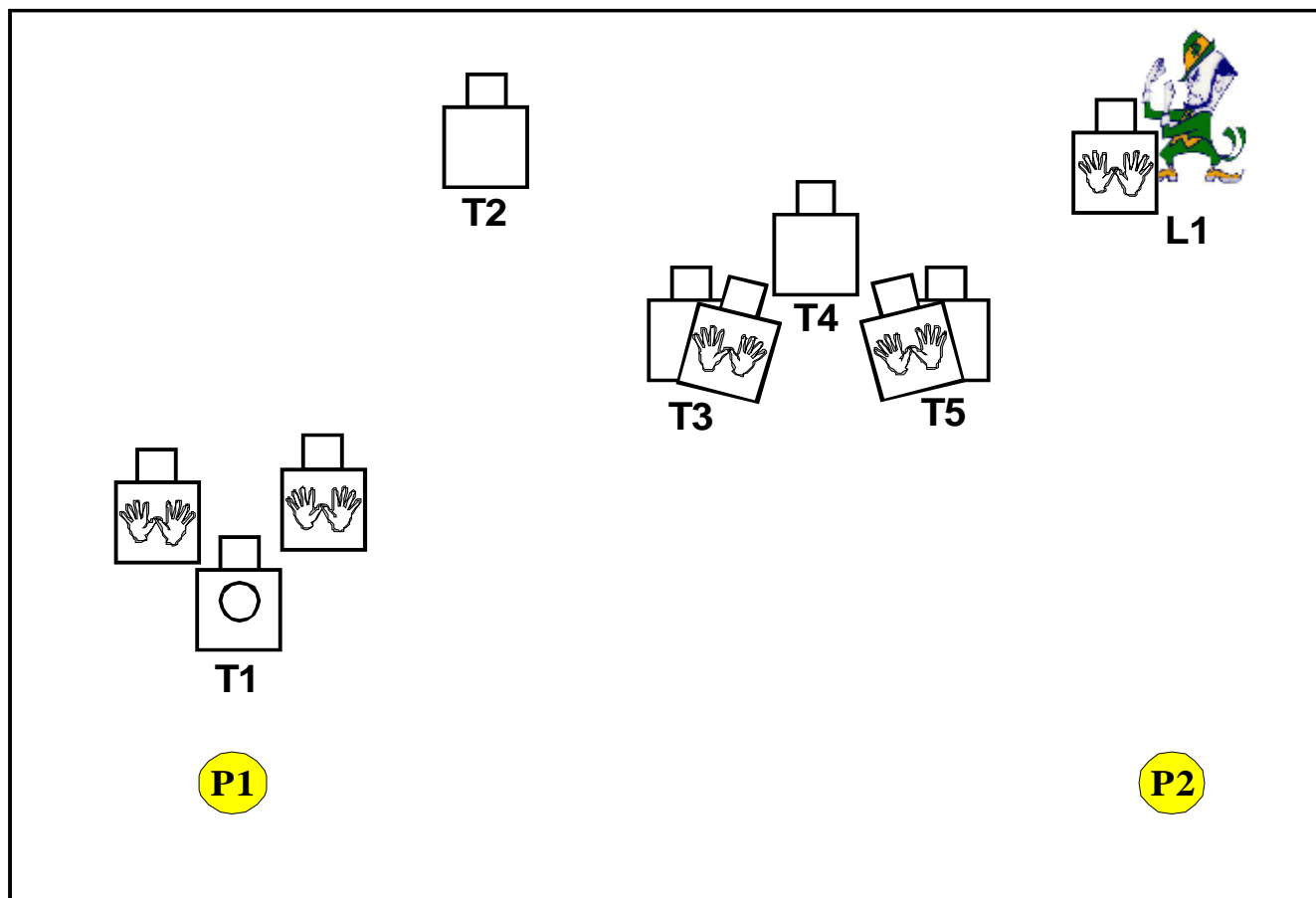
- At the sound of the buzzer, draw and engage **T1** thru **T3** with **2 rounds** each (body or head) **while moving towards the barricade at P2**.
- From **P2**, while **properly using cover**, engage **T4** with **2 rounds** (body or head) **from the Left side** of the barricade and **T5** with **2 rounds** (body or head) **from the Right side** of the barricade.
- Then, **while moving to P3**, engage **T6** and **T7** with **2 rounds each** (body or head).
- **Once at P3, while properly using cover**, engage all three bowling pins until they are knocked over. (**See Notes:**)
- Reload as necessary.

Notes:

1. For each bowling pin not knocked over, the shooter will **receive a 5-second penalty**.
2. If the shooter knocks over **all three pins with one shot, 5 seconds will be taken off their score**.

Range Masters “Fun” Shoot

Stage 2 - “Get the Gold”



Round Count:

String 1 = 15 Maximum
(15 rounds for the stage)

Limited Vickers Count

(Cannot make up shots)

String 1 -

Shooter starts at **P1** with no more than 6 rounds in the gun.

- At the sound of the buzzer, draw and engage **T1** with **2 rounds From Retention**.
- **While moving to P2**, engage **T2** thru **T5** with **3 rounds each** (Body or Head).
- **AFTER REACHING P2**, engage the Leprechaun, **L1**, with **1 round to the HEAD** to get his gold and protect his victim.

Notes:

1. Shooter must be moving while engaging **T2** thru **T5**.
2. **DO NOT ENGAGE T6 UNTIL YOU REACH P2!**

COF Designed by Mike Price

Range Masters “Fun” Shoot

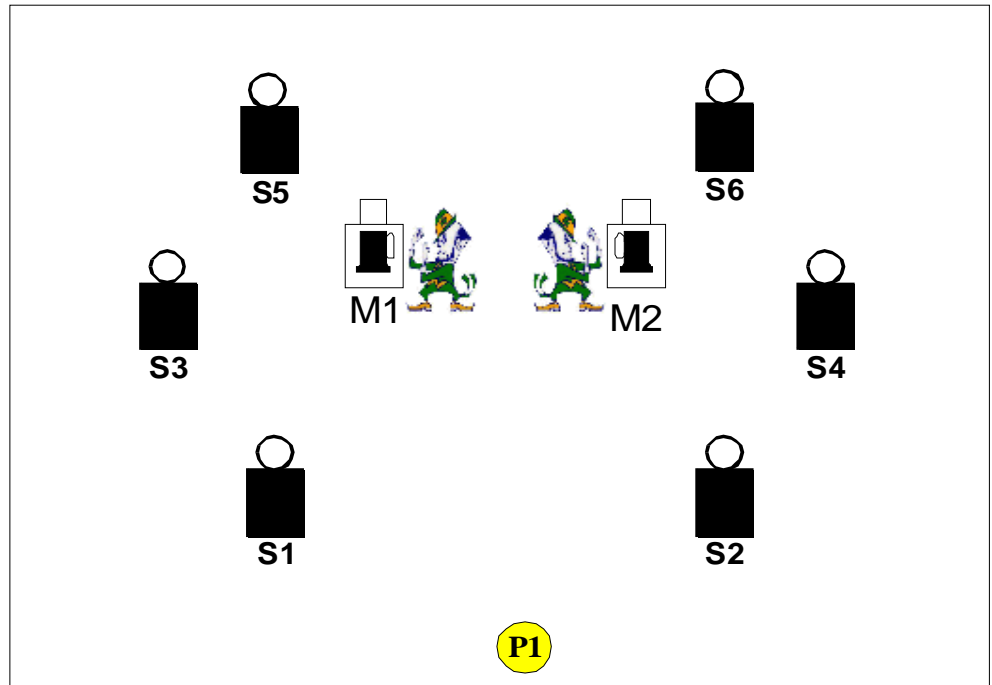
Stage 3 - “Angry Lepricons”

Round Count:

String 1 = **2 minimum**
String 2 = **2 minimum**
String 3 = **2 minimum**
String 4 = **8 minimum**
(**14 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 the **back two** plates (**S5** and **S6**).
- Reload as necessary.
- At the direction of the SO, top off for String 2.

String 2 -

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

- At the sound of the buzzer, draw and knock down the **middle two** plates (**S3** and **S4**).
- Reload as necessary.
- At the direction of the SO, top off for String 3.

String 3 -

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

- At the sound of the buzzer, draw and knock down the **front two** plates (**S1** and **S2**).
- Reload as necessary.
- At the direction of the SO, top off for String 4.

String 4 -

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

- At the sound of the buzzer, draw and knock down **all plates** and **hit each mug (M1 & M2) once**.
- 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 or mug not hit will count as a 5-second Miss-on-Steel penalty.