

# Range Masters "Fun" Shoot

Results for July 17, 2012

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	String 2	PD	Stage 2	String 1	String 2	String 3	String 4	String 5	String 6	String 7	PD
1	Olson, Landon	NO	54.71	4	22.19	8.67	11.52	4	18.68	11.38	7.30		13.84	1.54	2.27	1.84	1.39	2.36	2.84	1.60	
2	DeLeeuw, Dave	O	60.19	8	27.15	11.79	12.36	6	16.96	9.84	6.12	2	16.08	1.70	2.17	2.57	2.50	2.95	1.96	2.23	
3	Winder, Jason	NO	79.28	19	30.34	12.91	14.93	5	33.02	17.76	8.26	14	15.92	2.18	2.45	2.36	2.05	2.48	2.35	2.05	
4	Scott, Michael	NO	80.75	25	33.80	11.81	15.49	13	30.42	14.07	10.35	12	16.53	1.91	2.11	2.30	2.56	3.37	2.02	2.26	
5	Sorenson, Sam	NO	80.82	50	24.68	11.14	8.04	11	39.78	13.67	6.61	39	16.36	1.62	2.00	1.60	1.92	2.74	1.93	4.55	
6	Simons, Jordan	NO	89.15	34	41.79	14.33	18.46	18	26.45	8.82	9.63	16	20.91	1.64	2.39	3.85	1.68	6.57	1.86	2.92	
7	Majers, Steve	O	93.28	43	44.56	15.88	14.68	28	32.37	15.69	9.18	15	16.35	2.19	2.01	2.35	2.31	1.95	1.87	3.67	
8	Spensko, Shane	NO	94.77	18	44.37	9.45	32.92	4	35.50	15.81	12.69	14	14.90	1.79	2.44	2.13	2.60	1.70	2.02	2.22	
9	Clark, David (Rev)	NO	108.74	17	45.48	22.55	21.43	3	42.17	21.61	13.56	14	21.09	1.92	2.96	2.36	4.17	2.02	6.16	1.50	
10	Rees, Jerry (Rev)	NO	112.65	32	42.36	16.13	18.23	16	42.57	17.50	17.07	16	27.72	1.93	2.21	1.81	1.85	13.97	3.50	2.45	
11	Valadez, Patrick	NO	113.82	52	41.13	17.15	20.48	7	46.16	14.13	9.53	45	26.53	2.15	3.78	4.01	7.09	1.86	4.53	3.11	
12	Majers, Steve Jr.	O	114.16	50	47.40	15.39	24.01	16	44.78	17.08	10.70	34	21.98	1.74	2.91	2.18	3.11	2.80	2.03	7.21	
13	Rodriquez, Mike	NO	115.93	34	44.86	13.66	20.70	21	41.28	16.44	18.34	13	29.79	3.74	2.10	2.04	2.08	2.48	11.02	6.33	
14	Stepp, Jared	NO	143.77	49	46.08	19.27	18.81	16	59.62	24.15	18.97	33	38.07	3.33	2.55	14.75	8.66	3.91	2.48	2.39	
15	Van Ausdal, Brian	NO	160.88	69	57.19	15.59	35.10	13	62.19	23.59	10.60	56	41.50	2.47	2.91	15.49	9.23	6.01	2.42	2.97	
16	Sandgren, Shelby (.22)	NO	187.26	55	68.81	14.51	38.30	32	63.05	35.83	15.72	23	55.40	2.40	2.73	6.60	5.20	3.91	31.34	3.22	
17	Robinson, Druvin	NO	300.89	94	140.90	85.00	36.90	38	90.68	49.18	18.50	46	69.31	2.89	11.46	3.11	4.65	2.99	26.19	13.02	10
18	Robinson, Darren	NO	NT	65	104.01	48.51	35.50	40	85.04	61.47	21.07	5	NT	18.94	2.36	3.96	2.17	16.25	42.73	NT	20

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = A revolver was used for the match

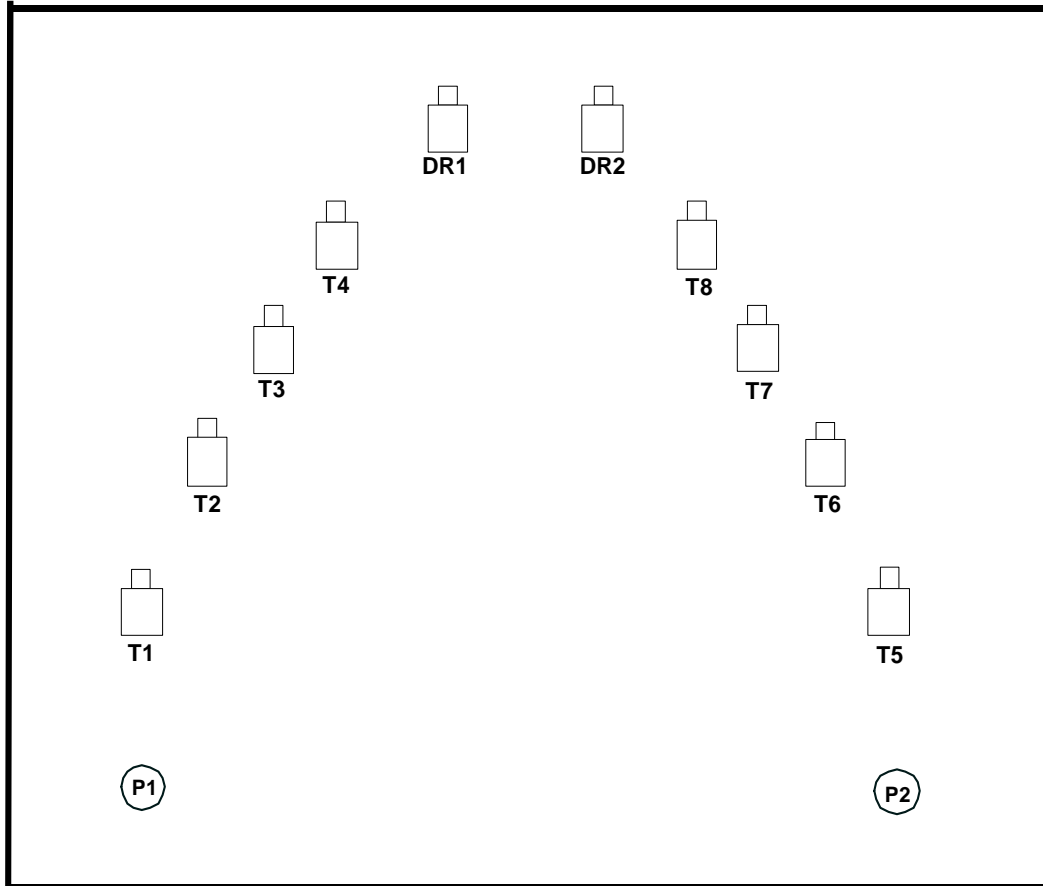
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NT = No Time

# Range Masters “Fun” Shoot

## Stage 1 “Faster Faster!!!”



### Round Count:

String 1 = **9 minimum**

String 2 = **9 Minimum**

### Vickers Count

(Can make up shots)

### String 1 -

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

- At the sound of the buzzer, draw ,transfer weapon to **Weak Hand**, and engage targets **T1** thru **T4** as quickly as possible.
- Then acquire any grip you would like and engage **DR1** until it falls.
- **DO NOT TOP OFF WITH AMMO** - Just holster your weapon at the direction of the S.O.

### String 2 -

Shooter starts at **P2** with **whatever rounds remaining**.

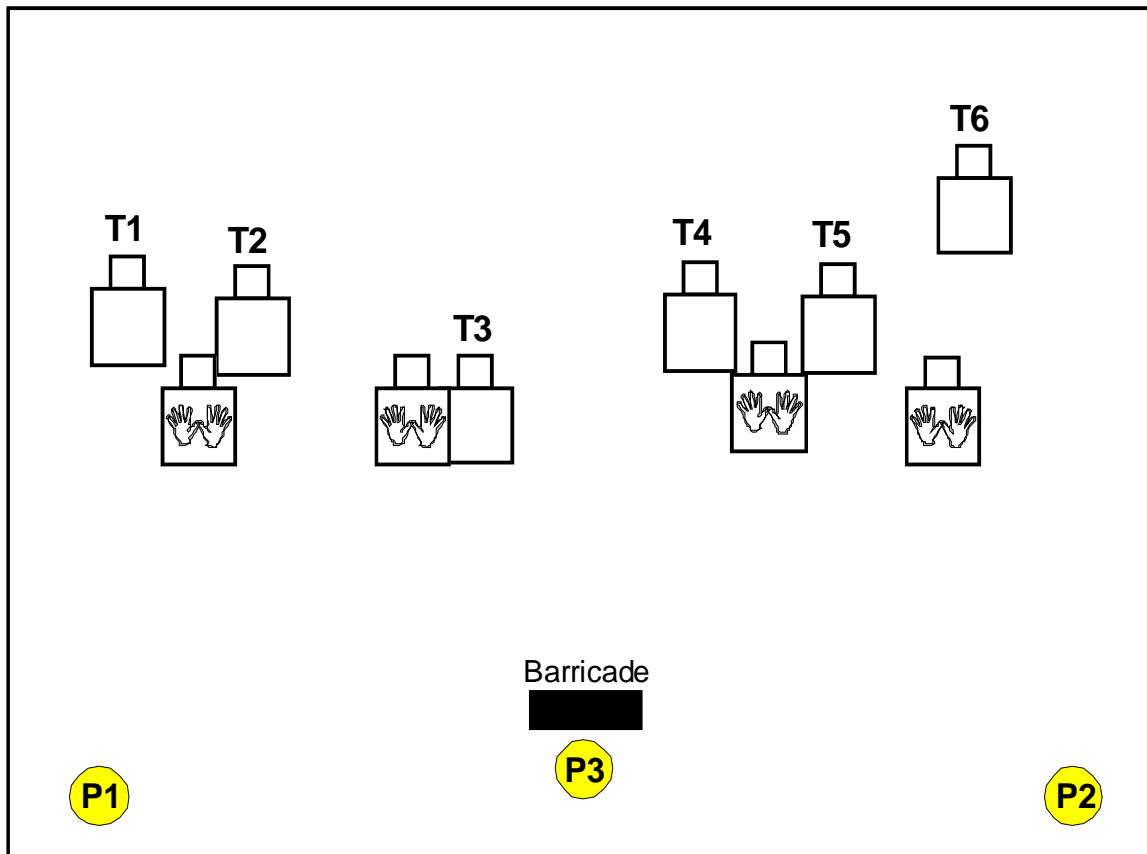
- At the sound of the buzzer, draw and engage targets **T5** thru **T8** with the **Strong Hand Only**.
- Then acquire any grip you would like and engage **DR2** until it falls.

### Notes:

1. All targets, **except DR1 and DR2**, get **2 rounds** - body or head.
2. Reload as nessasary during strings.
3. Engage targets only down range. **DO NOT SHOOT THE WALLS!**

# Range Masters “Fun” Shoot

## Stage 2 - “None to Spare”



### Round Count:

String 1 = **12** minimum

String 2 = **6** minimum

(**18** rounds for the stage)

### Limited Vickers Count

(Cannot make up shots)

### String 1 -

Shooter starts fully loaded at **P1**.

- At the buzzer, draw, and engage **T1 – T6** with **2 shots each (body or head)** while **moving to P2**.
- Reload as needed during the string, but **DO NOT RELOAD/TOP OFF AFTER THE STRING** - holster the gun as-is.

### String 2 -

Shooter starts at **P3** with **remaining rounds from String 1**)

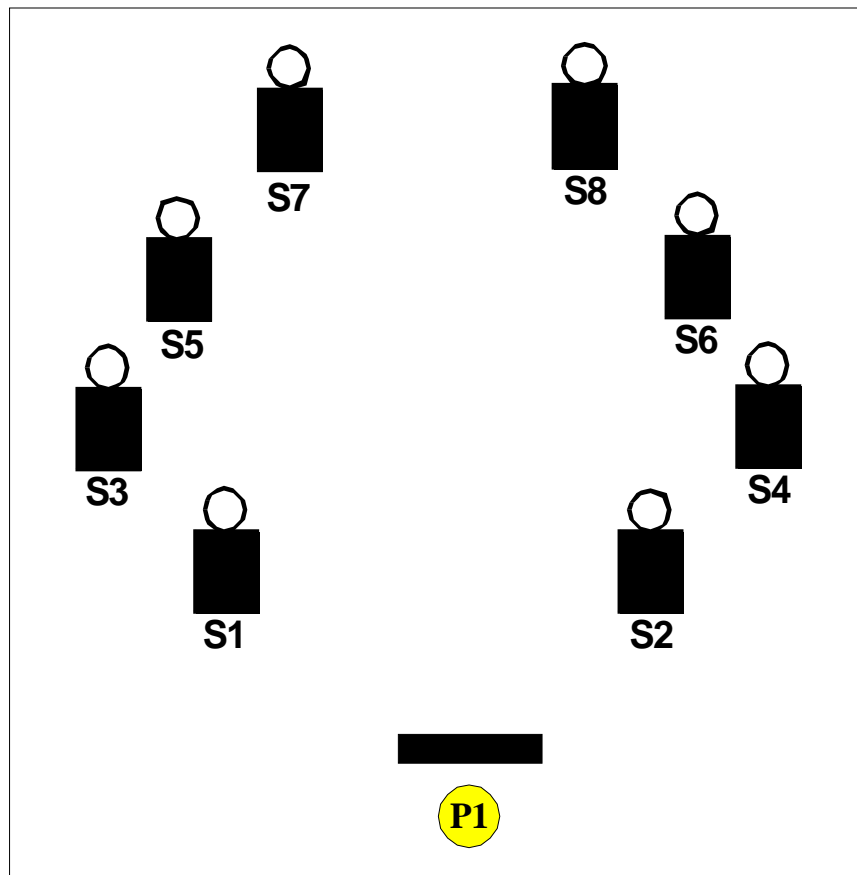
- At the buzzer, draw, and using proper cover, engage **T1 – T6** with **1 shot to each HEAD Only**.
- Reload as needed.

### Notes:

- **DO NOT SHOOT THE WALLS!!!**

# Range Masters “Fun” Shoot

## Stage 3 - “Draw”



### Round Count:

String 1- 8 = 1 minimum  
(8 rounds for the stage)

### Vickers Count

(Can make up shots)

### String 1 -

Shooter starts fully loaded at **P1**. (Shooter cannot Top Off between Strings.)

- At the sound of the buzzer, draw and **knock down** any single plate (**S1** thru **S8**).
- Reload as necessary.

### String 2 - 8

Repeat String 1 with remaining single plates.

### Notes:

1. A solid hit on any of the plates will count as a knock down.
2. Any plate not knocked down will count as a 5-second Miss-On-Steel penalty.
3. Any shooter firing from the Low Ready position will receive 4 procedurals to even up the scoring.