

Range Masters "Fun" Shoot

Results for August 3, 2011

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Olson, Landon	O	51.10	19	22.02	15.52	13	14.81	7.79	4.02	6	14.27	4.48	2.99	3.68	3.12	
2	Majers, Steve	O	66.34	37	31.04	22.54	17	20.68	6.63	4.05	20	14.62	3.11	2.82	3.26	5.43	
3	Redford, "Red"	NO	66.34	13	28.96	25.96	6	19.20	9.85	5.85	7	18.18	4.51	4.62	5.04	4.01	
4	Phillips, R Dan	NO	67.96	30	31.34	22.84	17	20.20	8.22	5.48	13	16.42	5.42	3.19	3.49	4.32	
5	Reese, Howard	O	71.84	33	38.21	25.71	25	16.81	7.68	5.13	8	16.82	3.89	4.33	5.23	3.37	
6	Sorenson, Sam	NO	73.91	37	37.79	22.29	31	16.41	8.48	4.93	6	19.71	6.74	5.03	3.00	4.94	
7	Spensko, Shane	NO	74.21	26	34.27	24.77	19	17.44	7.44	6.50	7	22.50	3.35	6.92	3.68	8.55	
8	Kemp, Tony	NO	76.75	47	37.37	21.87	31	17.44	5.16	4.28	16	21.94	7.80	5.18	3.56	5.40	
9	Majers, Steve Jr.	O	79.97	53	34.70	17.20	35	21.13	7.41	4.72	18	24.14	10.04	6.21	5.01	2.88	
10	Rees, Jerry	NO	86.18	41	38.80	28.80	20	25.95	8.27	7.18	21	21.43	5.14	8.36	3.79	4.14	
11	Simons, Jordan (2)	NO	88.93	23	40.03	31.53	17	17.99	10.64	4.35	6	30.91	15.77	9.23	2.88	3.03	
12	Wooley, Evan	NO	91.84	27	43.53	34.53	18	28.41	14.24	9.67	9	19.90	3.46	3.65	3.47	9.32	
13	Clark, H. David (Rev)	NO	93.40	20	42.06	37.06	10	27.65	17.21	5.44	10	23.69	6.14	7.81	5.22	4.52	
14	Budge, Dave (1)	NO	93.54	16	44.00	38.00	12	21.52	11.26	8.26	4	28.02	6.23	7.90	5.25	8.64	
15	Simons, Jordan (1)	NO	94.56	37	48.56	31.56	34	13.39	7.49	4.40	3	32.61	4.30	3.43	5.26	19.62	
16	Woodruff, Weston	NO	97.09	14	38.02	33.52	9	22.26	13.70	6.06	5	36.81	3.21	6.79	5.46	21.35	
17	Budge, Dave (2)	NO	97.33	23	41.80	34.30	15	21.36	10.58	6.78	8	34.17	4.64	14.69	8.08	6.76	
18	Carroll, Christopher	NO	97.44	42	46.53	28.03	37	21.61	13.40	5.71	5	29.30	6.73	8.16	6.24	8.17	
19	Henrikson, Andrew (2)	NO	99.46	60	47.47	24.47	46	23.70	9.33	7.37	14	28.29	7.48	6.12	5.86	8.83	
20	Locke, Chris (2)	NO	99.90	58	51.48	29.48	44	25.60	11.57	7.03	14	22.82	4.79	5.64	5.86	6.53	
21	Van Ausdal, Brian	NO	101.15	59	48.46	22.96	51	17.61	9.08	4.53	8	35.08	9.99	10.37	5.92	8.80	
22	Redford, Thomas (.22)	NO	105.17	44	38.74	29.74	18	29.59	10.98	5.61	26	36.84	4.34	17.17	4.83	10.50	
23	Thalman, Scott	NO	109.05	19	35.01	29.51	11	28.05	13.80	10.25	8	45.99	22.21	11.25	6.70	5.83	
24	Locke, Chris (1)	NO	111.11	51	50.52	30.02	41	20.30	8.29	7.01	10	40.29	13.56	6.27	13.56	6.90	
25	Smith, Travis	NO	115.04	44	61.73	43.73	36	22.86	11.74	7.12	8	30.45	4.97	9.41	6.96	9.11	
26	Ursulich, Ryan	NO	116.16	57	37.85	28.85	18	26.86	7.11	5.25	29	51.45	7.71	15.86	5.78	17.10	10
27	Waldo, Ralph	NO	119.97	43	42.77	33.27	19	27.00	8.59	6.41	24	50.20	13.27	18.73	7.55	10.65	
28	Davis, Virgil (2)	NO	121.22	67	57.54	37.54	40	34.17	12.90	7.77	27	29.51	11.10	5.98	5.20	7.23	
29	Henrikson, Andrew (1)	NO	121.96	62	58.33	37.33	42	27.58	10.05	7.53	20	36.05	10.16	6.69	7.07	12.13	
30	Mecham, Evan	NO	131.83	64	40.50	21.00	39	26.00	8.70	4.80	25	65.33	6.10	37.78	13.44	8.01	
31	Davis, Virgil (1)	NO	142.70	56	59.84	40.84	38	27.03	10.74	7.29	18	55.83	26.08	6.83	6.33	16.59	
32	Wooley, Vance	NO	144.46	61	69.88	45.38	49	33.07	19.96	7.11	12	41.51	11.14	15.85	7.99	6.53	
33	Scott, Michael	NO	145.83	54	70.33	51.33	38	26.13	11.92	6.21	16	49.37	4.70	27.76	6.53	10.38	
34	Price, Mike	NO	147.28	39	49.44	37.44	24	32.96	12.75	12.71	15	64.88	12.76	36.07	9.95	6.10	
35	Phelps, Steve	NO	159.56	41	54.40	42.90	23	44.48	27.95	7.53	18	60.68	9.00	22.51	10.59	18.58	
36	Clark, Kenneth	NO	169.56	37	58.20	43.70	29	38.77	22.05	12.72	8	72.59	35.11	10.07	7.60	19.81	
37	Garcia, Scott	NO	184.98	112	69.82	34.82	70	37.52	10.76	10.76	32	77.64	8.37	34.56	13.16	16.55	10
38	Mallon, Jim	NO	197.81	43	80.14	67.64	25	73.95	49.46	15.49	18	43.72	15.50	13.59	6.11	8.52	
39	Anderson, Kevin	NO	229.82	83	46.98	20.98	52	33.53	11.52	6.51	31	149.31	19.02	10.04	39.19	81.06	
40	Prior, Caleb	NO	265.49	68	98.99	76.49	45	64.03	41.45	11.08	23	102.47	14.47	37.26	16.46	34.28	
41	James, Hank (1)	NO	DNF	DNF	70.85	37.85	66	43.28	14.07	12.71	33	DNF					
42	James, Hank (2)	NO	DNF	DNF	72.40	42.40	60	46.50	17.29	12.21	34	DNF					

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

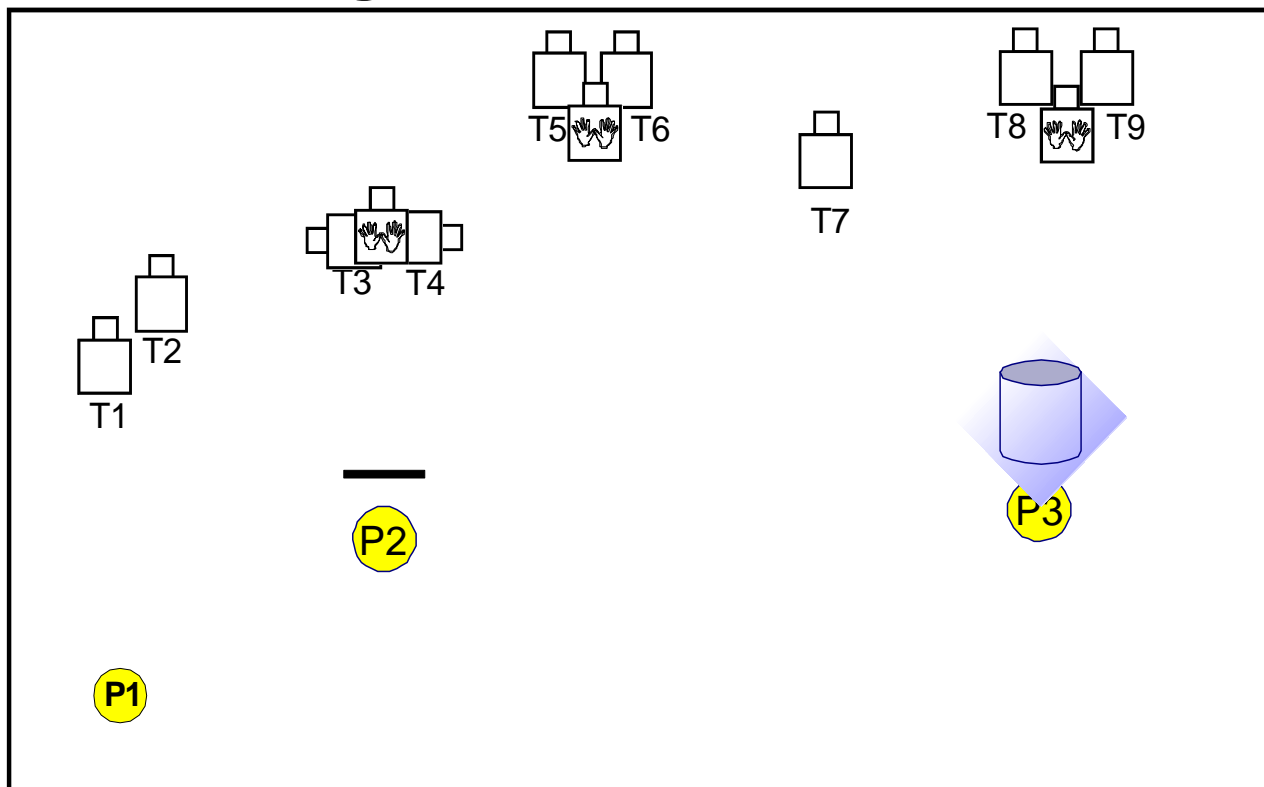
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “2 To Everything”



Round Count:
String 1 = 18 Min
Stage = 18 Min

Vickers Count
(Can make up shots)

String 1 -

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

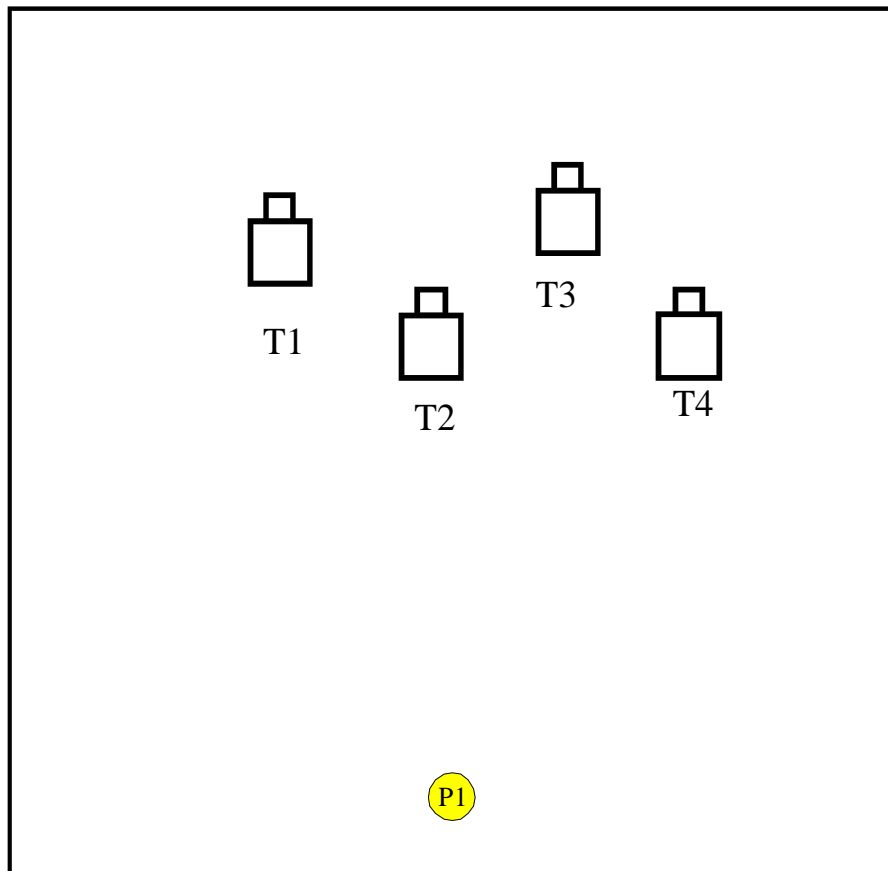
- At the sound of the buzzer, begin moving to **P2** and **WHILE MOVING**, engage **T1** and **T2** with **2 rounds each**.
- With the proper use of cover at **P2**, engage **T3-T6** with **2 rounds each**.
- **WHILE MOVING** to **P3**, engage **T7** with **2 rounds**.
- From **P3**, with the proper use of cover, engage **T8** and **T9** with **2 rounds each**.

Notes:

1. DO NOT SHOOT THE WALLS
2. All targets get two rounds

Range Masters “Fun” Shoot

Stage 2 - “Shoot ‘Em Up!”



Round Count:
16 rnds. Max

Limited Vickers Count
(Cannot make up shots.)

String 1 -

Shooter starts with fully loaded weapon and mags.

- At the sound of the buzzer, draw and engage targets **T1** thru **T4** with **3 rounds** to each **TORSO** in **Tactical Sequence**.
- Holster with remaining rounds in weapon.

String 2 -

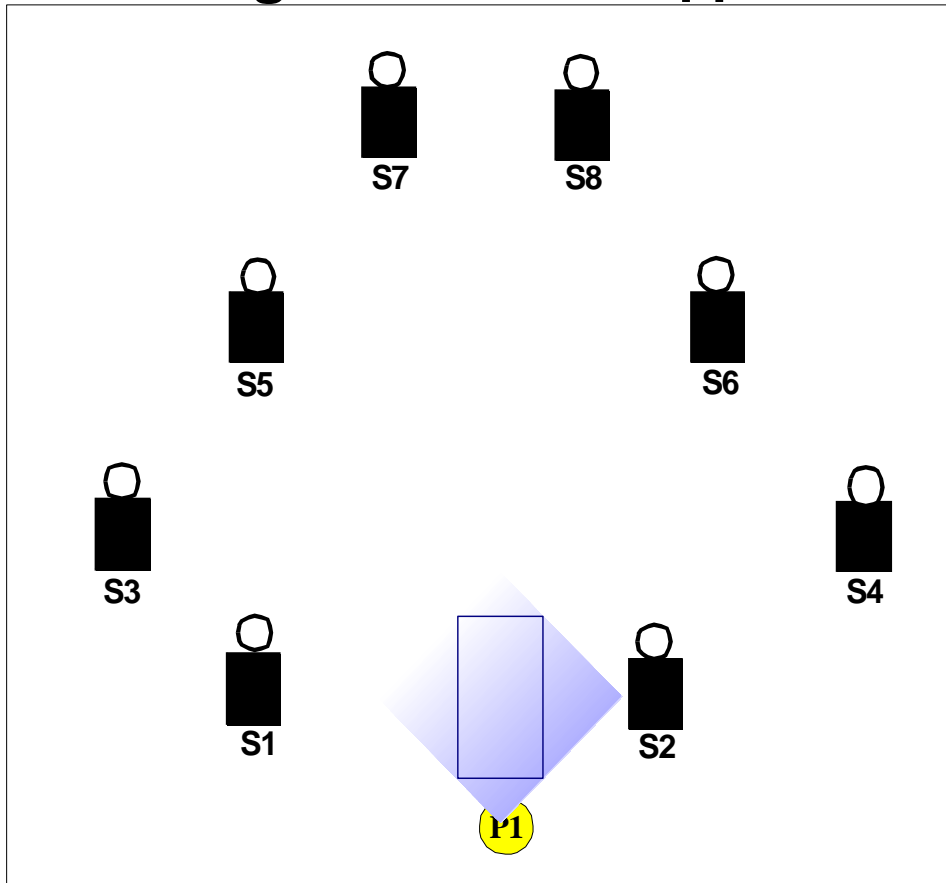
- At the buzzer, draw and engage targets **T1** thru **T4** with **1 round** to each **HEAD**.

Notes:

1. Tactical Sequence means that all targets get 1 round before any other targets are shot. The sequence would be - 1,1,1,2,2,2,2.
2. Reload as necessary.
3. Do not shoot the walls.

Range Masters “Fun” Shoot

Stage 3 - “Steel Droppers”



Round Count:

String 1 = **2 Minimum**
String 2 = **2 Minimum**
String 3 = **2 Minimum**
String 4 = **2 Minimum**
(8 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 **S1 & S8** until knocked over.

String 2 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S2 & S7**, until knocked over.

String 3 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S3 & S4** until knocked over.

String 4 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S5 & S6** until knocked over.

Notes:

1. Reload as necessary.
2. Plates knocked down **out of order** will be a **HIT TO NONTREAT**.
3. Weapon will be reholstered after each string.