

Rangemasters Handgun "Fun" Shoot Results - June 3, 2015

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	PD
1	Gull, Joe	NO	92.10	7	19.73	19.73		20.37	16.87	7	52.00	19.44	22.57	9.99	
2	Armstrong, Jeremiah	NO	102.27	26	23.04	16.04	14	33.79	27.79	12	45.44	17.51	17.87	10.06	
3	Rodriquez, Mike	NO	115.47	22	31.93	27.43	9	35.52	32.02	7	48.02	18.46	18.11	8.45	6
4	Redford, Red	NO	133.25	35	33.40	20.90	25	31.78	26.78	10	68.07	35.43	21.71	10.93	
5	Greer, Seth	NO	142.60	46	29.10	12.60	33	47.06	40.56	13	66.44	34.15	17.34	14.95	
6	Jepperson, Riley	NO	142.72	39	26.89	16.89	20	28.07	18.57	19	87.76	54.75	22.29	10.72	
7	Scott, Alan	NO	150.83	31	29.41	24.41	10	52.51	42.01	21	68.91	24.09	21.80	23.02	
8	Reese, Howard (1)	O	151.17	10	28.62	26.12	5	44.48	41.98	5	78.07	18.35	38.18	21.54	
9	Scott, Mike	NO	157.72	30	33.52	19.52	28	41.62	40.62	2	82.58	39.64	26.47	16.47	
10	Reese, Howard (2)	O	159.23	32	28.94	27.44	3	35.28	20.78	29	95.01	37.04	33.00	24.97	
11	Septon, Allen (2)	NO	171.91	27	35.57	26.57	18	49.08	44.58	9	87.26	41.52	24.17	21.57	
12	Watkins, Eric	NO	178.70	31	43.13	36.63	13	49.58	40.58	18	85.99	22.03	24.68	39.28	
13	Waldo, Ralph	NO	189.20	61	48.87	22.87	52	40.89	36.39	9	99.44	42.45	44.86	12.13	
14	Heaton, Kyle	NO	192.65	73	42.31	22.81	39	55.37	38.37	34	94.97	54.60	16.16	24.21	
15	Jolly, Jenn (Rev)(1)	NO	193.27	59	54.55	30.55	48	67.32	61.82	11	71.40	25.42	32.00	13.98	
16	Phillips, R Dan	NO	200.26	20	31.70	22.20	19	57.34	56.84	1	111.22	50.06	38.45	22.71	
17	Armstrong, Laurie	NO	206.57	50	53.87	29.87	48	54.01	53.01	2	98.69	36.19	54.51	7.99	
18	Prior, Caleb	NO	211.13	48	33.28	28.28	10	64.38	45.38	38	113.47	60.29	37.16	16.02	
19	Grigg, Joshua	NO	235.11	93	48.65	21.15	55	62.51	43.51	38	123.95	46.87	43.46	33.62	
20	Sandgren, Max	NO	236.10	107	74.90	31.40	87	46.94	36.94	20	114.26	52.31	46.86	15.09	
21	Jolly, Jenn (Rev)(2)	NO	249.14	45	49.13	36.63	25	64.14	54.14	20	135.87	52.59	64.74	18.54	
22	Roberts, Barry	NO	252.64	23	61.18	57.18	8	67.13	59.63	15	124.33	52.15	43.89	28.29	
23	Westover, Kevin	NO	258.83	108	47.37	21.37	52	64.21	46.21	36	147.25	52.50	62.62	22.13	20
24	LaBaron, Chad (1)	NO	265.03	60	37.68	23.68	28	38.97	22.97	32	188.38	116.99	38.22	33.17	
25	Roberts, Jesse	NO	272.44	51	54.53	43.53	22	102.13	87.63	29	115.78	43.65	55.70	16.43	
26	Septon, Allen (1)	NO	293.20	39	36.13	27.13	18	60.78	50.28	21	196.29	117.17	59.33	19.79	
27	Isaac, Jake	NO	332.74	63	45.26	34.26	22	90.44	69.94	41	197.04	64.79	112.32	19.93	
28	Chumsae, Lauren	NO	342.94	93	61.81	33.81	56	91.93	73.43	37	189.20	76.46	79.65	33.09	
29	Cullen, Brock	NO	571.02	108	84.15	44.65	79	89.25	74.75	29	397.62	137.94	146.31	113.37	
30	LaBaron, Chad (2)	NO	DNF	DNF	47.70	34.20	27	71.80	53.80	36	DNF				
31	Roberts, Martha	NO	DNF	DNF	92.05	77.55	29	124.86	117.86	14	DNF				
32	Watkins, Eric	NO	DNF	DNF	34.78	28.78	12	49.30	45.30	8	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

String 1 = 20 Minimum
(20 rounds for the stage)

(Can make up shots.)

Start at **P1** with firearm fully loaded.

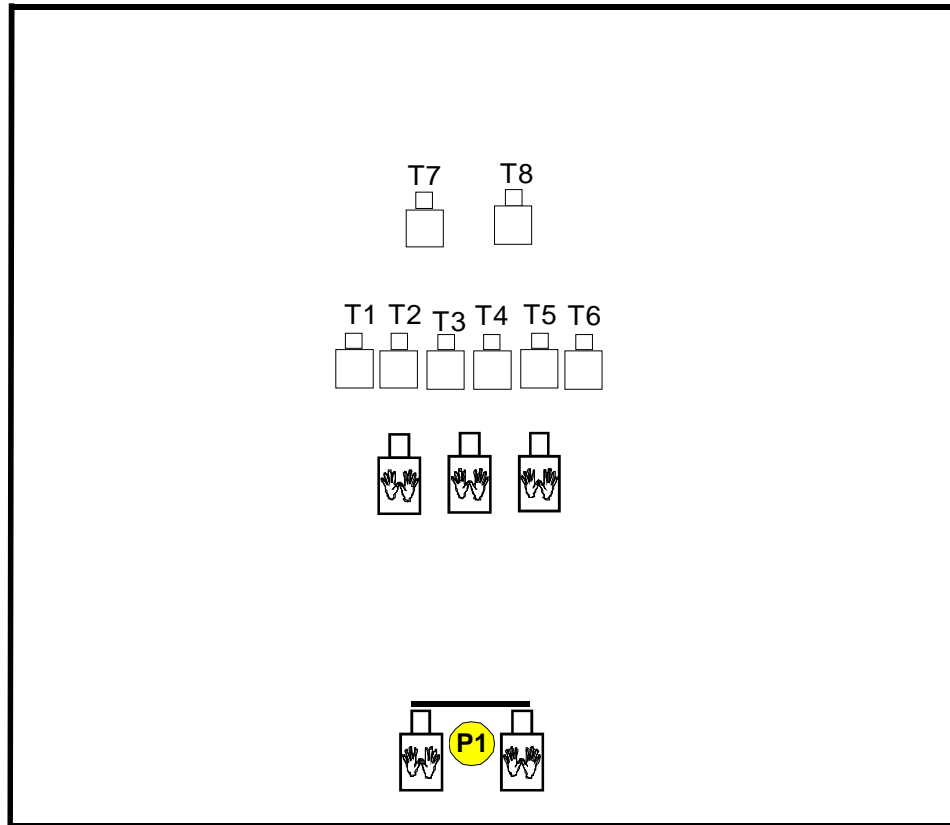
- Note:**

- Shooter must shoot on the move, but DO NOT shoot T9 or T10 until you reach P2.

COF Designed by Michael Scott

Rangemasters “Fun” Shoot

Stage 2 - “Sit Down & Shoot”



Round Count:
24 rounds minimum

Vickers Count
(Can make up shots.)

String 1 -

Shooter must **remain seated** at table during course of fire. **Shooter sets unloaded gun and a fully loaded magazine on the table.** (Additional magazines can be in your belt magpouches.)

- At the sound of the buzzer, shooter loads their gun, SAFELY employs their tac light and engages targets **T1** through **T8** with **2 rounds to the TORSO** and **one to the HEAD**. IF USING A HAND-HELD TAC LIGHT, DO NOT SWEEP YOUR SUPPORT HAND WITH THE MUZZLE OF YOUR GUN !!!!!

***** **Do not break the 180 degree line!** *****

Notes:

1. Use your imagination.
2. Respect the non-threats.
3. Do not shoot the walls.

COF Ryan Ursulich

Rangemasters “Fun” Shoot

Stage 3 - “Bob and Weave - Take 2”

Round Count:

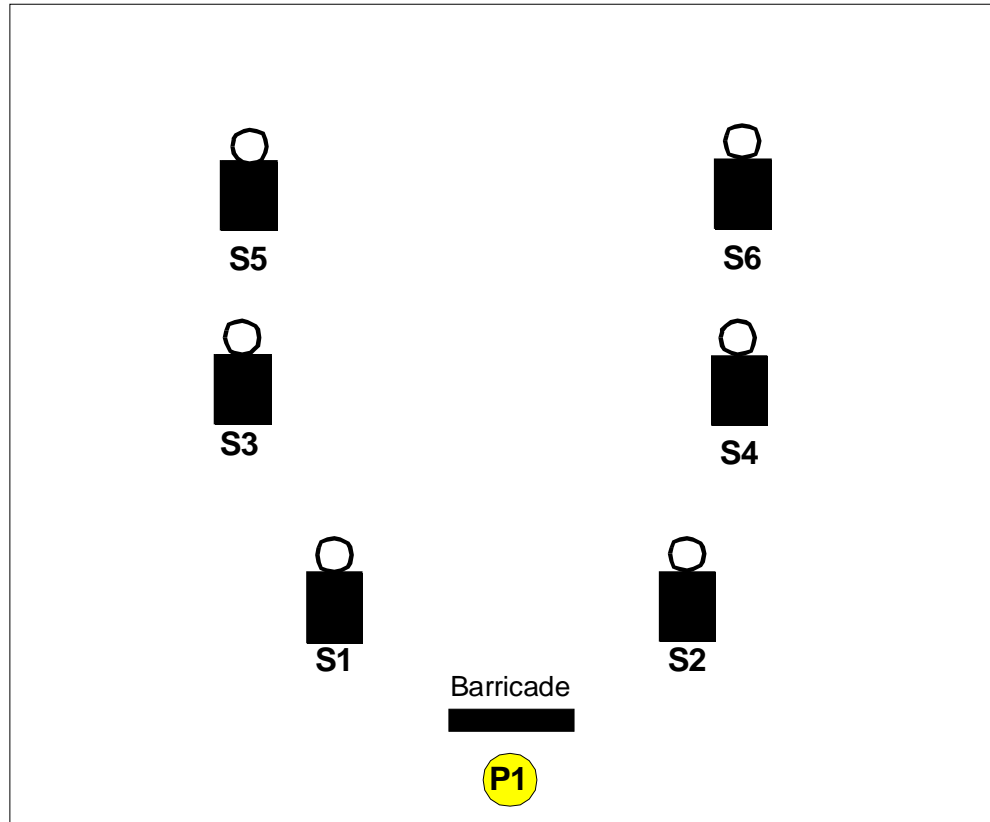
String 1 = 6 rds Min.

String 2 = 6 rds Min.

String 3 = 3 rds Min.

Vickers Count

(Can make up shots)



String 1 -

Shooter starts fully loaded at **P1** at the **Low Ready** with whatever tac light will be used.

- At the sound of the buzzer, and while properly using cover (in relation to the target that is being engaged), engage **all 6 plates** in **ANY ORDER** using **alternating sides of the Barricade for each plate** (i.e. **Right side for plate S6** till knocked over, then **Left side for plate S1** till knocked over, etc.)
- Reload as necessary.

String 2 -

Shooter starts **the same way as in String 1**.

- At the sound of the buzzer, and while properly using cover (in relation to the target that is being engaged), engage **all 6 plates** from **FRONT to BACK** using **alternating sides of the Barricade for EACH plate as in String 1**.
- Reload as necessary.

String 3 -

Shooter starts the same as in **String 1** but with **only 2 rounds MAXIMUM** in the gun (**1 chambered and one in the mag for autos, or two max in the cylinder for revolvers**).

- At the sound of the buzzer, draw, and while properly using cover, engage **ANY 3 PLATES** while **alternating sides of the Barricade for each plate** as in the previous stages.
- Reload as necessary.

Notes:

1. A solid hit on any of the **plates** will count as a hit.
3. All plates left standing will be counted as a 5-second Miss-On-Steel penalty.