

Range Masters "Fun" Shoot

Results for December 03, 2008

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Olson, Landon	O	93.18	7	22.47	21.97	1	21.51	18.51	6	49.20	39.52	9.68	0
2	Redford, "Red"	NO	96.45	24	28.12	24.62	7	30.00	22.50	15	38.33	19.98	17.35	2
3	Majers, Steve	O	99.08	17	35.66	32.16	7	33.95	29.95	8	29.47	16.40	12.07	2
4	Gustaveson, Michael (9)	O	100.10	17	31.67	28.67	6	34.60	29.10	11	33.83	23.29	10.54	0
5	Steadham, Roland	NO	102.31	8	34.98	34.48	1	29.11	25.61	7	38.22	23.18	15.04	0
6	Huff, Blake	O	111.58	9	32.67	31.17	3	43.13	41.13	4	35.78	24.23	10.55	2
7	Price, Mike	NO	130.07	18	30.21	26.71	7	31.53	26.53	10	68.33	54.25	13.58	1
8	Kemp, Tony (Rev)	NO	133.36	9	33.77	31.77	4	31.70	29.70	4	67.89	45.95	21.44	1
9	Clark, David	NO	135.02	26	39.79	32.79	14	37.76	31.76	12	57.47	27.05	30.42	0
10	Limb, Brandon	NO	137.31	2	32.05	31.55	1	35.92	35.42	1	69.34	45.29	24.05	0
11	Rodriquez, Mike	NO	138.02	27	35.35	31.85	7	36.18	29.68	13	66.49	47.47	15.52	7
12	Mallon, Jim	NO	138.74	34	47.10	36.10	22	39.28	34.28	10	52.36	30.47	20.89	2
13	Rees, Jerry	NO	139.14	23	33.34	29.84	7	38.63	30.63	16	67.17	52.36	14.81	0
14	Gustaveson, Michael (4)	NO	142.61	5	52.79	50.29	5	38.13	38.13	0	51.69	37.14	14.55	0
15	Waldo, Ralph	NO	144.00	26	39.90	34.40	11	42.16	35.66	13	61.94	41.64	19.30	2
16	Sorenson, Sam	NO	146.77	45	44.27	37.27	14	42.12	36.62	11	60.38	33.64	16.74	20
17	Spensko, Chance	NO	156.93	42	27.72	26.22	3	43.72	34.22	19	85.49	62.80	12.69	20
18	Phillips, RDan	NO	167.66	34	40.35	33.85	13	37.85	37.35	1	89.46	57.58	21.88	20
19	DeLeeuw, Dave	NO	172.80	14	35.72	33.22	5	42.39	37.89	9	94.69	78.65	16.04	0
20	Scott, Michael Sr.	NO	172.95	28	35.07	24.57	21	28.02	26.02	4	109.86	93.98	14.38	3
21	Kemp, Tony (Rev)	O	176.39	13	42.13	37.13	10	64.54	63.54	2	69.72	43.35	25.87	1
22	Billings, Scott (Rev)	NO	181.10	47	66.06	50.56	31	44.23	38.23	12	70.81	36.58	32.23	4
23	Woodruff, Weston	NO	184.44	59	70.31	52.31	36	36.79	30.79	12	77.34	60.17	11.67	11
24	Lawrence, Ken	NO	188.36	28	63.05	51.55	23	42.64	40.14	5	82.67	46.31	36.36	0
25	Majers, Steve Jr.	O	229.55	73	55.51	49.51	12	60.99	41.49	39	113.05	73.27	28.78	22
26	Swallow, Chris	NO	296.43	90	109.29	86.79	45	60.79	46.29	29	126.35	66.81	51.54	16
27	Palmer, Hyrum	NO	421.53	109	94.49	79.99	29	95.08	62.58	65	231.96	171.89	52.57	15
28	Spensko, Shane (Rev) (.22)	NO	550.26	233	121.27	54.77	133	101.47	76.47	50	327.52	142.30	160.22	50

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

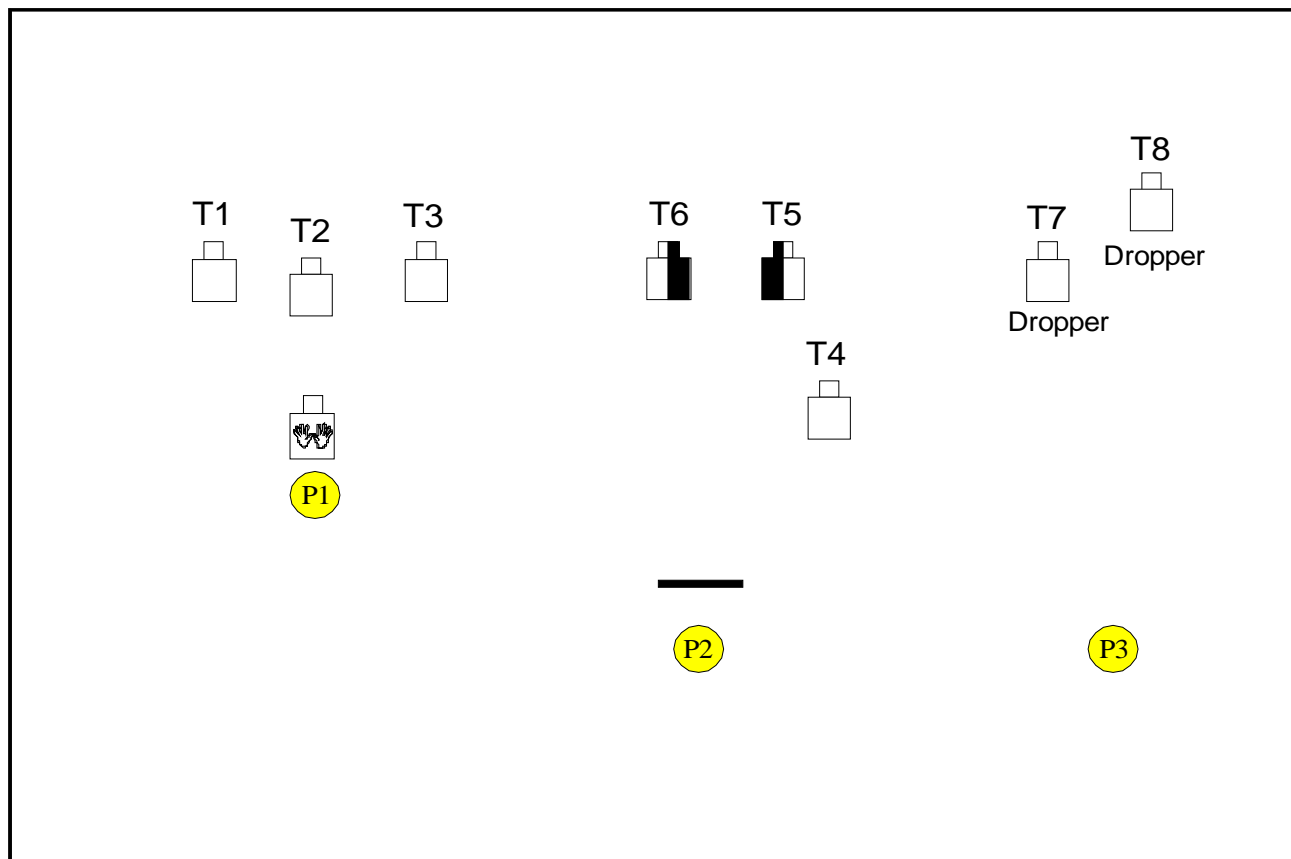
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “A Walk in the Park”



Round Count:

String 1 = **17 minimum**
(**17** rounds for the stage)

Vickers Count

(Can make up shots.)

String 1:

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

- At buzzer, draw and engage **T1 - T3** with **2 rounds** each in **Tactical Sequence** while retreating to **P2**.
- At **P2**, perform a **Tactical Reload** or **Reload with Retention**, then engage **T4 - T6** with **3 rounds** each while maintaining proper cover.
- Advance to **P3** and engage the **T7** and **T8** Droppers until they “drop”.
- Reload as necessary.

Note:

1. Shooter must shoot on the move while retreating to P2.
2. Failure to “drop” a Dropper will result in a Misses-on-Steel penalty.

The diagram illustrates a tactical scenario on a white background. At the bottom center, a thick black horizontal bar represents a 'Low Barricade'. Below this bar is a yellow circle labeled 'P2'. To the left of the barricade, at the bottom left, is another yellow circle labeled 'P1'. Above the barricade, five targets are positioned: 'T1' (a white square with a small white square on top) is to the left; 'T2' (a white square with a small white square on top) is below 'T1'; 'T3' (a white square with a small white square on top) is above 'T2'; 'T4' (a white square with a small white square on top and a black icon of two hands) is to the right of 'T3'; and 'T5' (a white square with a small white square on top) is to the right of 'T4'. At the top center, above 'T4', is a white square with a small white square on top and a black icon of two hands.

String 1 = **15 Minimum, 18 Max**

String 1:

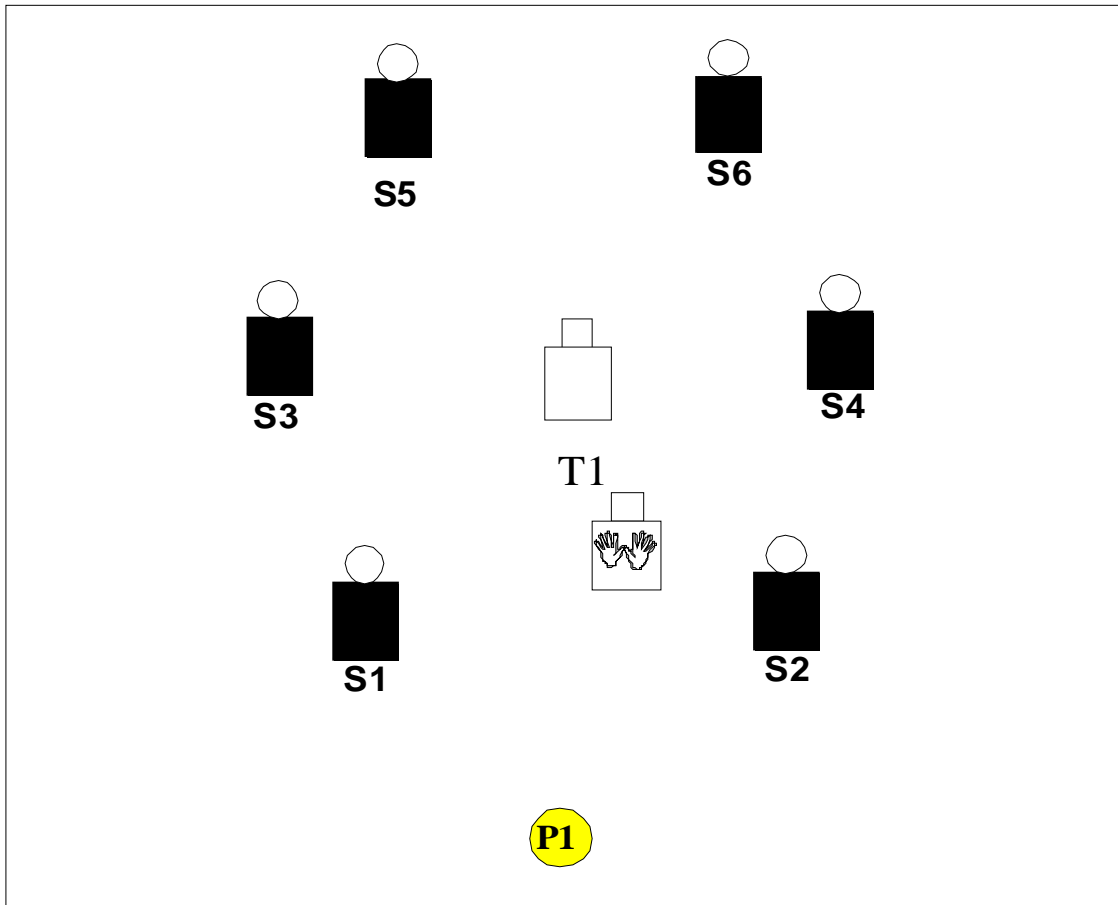
- At the buzzer, draw while moving to **P2** and **kneel down**.
- Engage **all threat targets with 3 rounds - 2 to the Torso and 1 to the Head** (see **Notes 1** and **2**.)
- Reloads - **See Note 3**.

1. Shooter must have **at least one knee on the ground** when engaging targets.
2. Shooter **must be behind the barricade when engaging targets**, but **may shoot over or from around the sides of the barricade**.
3. Shooter **must perform at least 1 mag change** during the string.
4. Shooter **CANNOT** shoot more than 18 rounds during the string.
5. Shooter **MUST NOT SHOOT THE WALLS!!!**

COF Designed by Landon Olson

Range Masters “Fun” Shoot

Stage 3 - “You Shot My Good Hand!!!”



Round Count:

String 1 = 8 Rds Min.

String 2 = 8 Rds Min.

Vickers Count

(Can make up shots)

String 1 -

Shooter starts at **P1** with **weapon fully loaded** and **placed on the ground**.

- At the sound of the buzzer, **pick up weapon** with “**Weak**” hand **only** and engage targets **S1 thru S6** in **any order** with the “**Weak**” hand **only**.
- Then engage **T1** with **2 rounds (body or head)**.

String 2-

Shooter starts with weapon fully loaded and holstered.

- At the sound of the buzzer, **draw** and **engage targets as in Sting 1**, but with the “**Strong**” hand **only**.

Notes -

1. All hits on non-threat will be counted!
2. Reload as necessary during any string using normal reload procedures.