

## Range Masters "Fun" Shoot Results - March 6, 2013

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Gull, Joe	NO	70.74	13	29.71	24.71	10	19.48	17.98	3	21.55	13.31	8.24	0
2	Hubbard, Cory	NO	82.30	21	33.05	24.55	17	24.58	22.58	4	24.67	11.41	13.26	0
3	Rodriquez, Mike	NO	98.18	13	32.29	26.79	11	35.77	34.77	2	30.12	17.27	12.85	0
4	Ursulich, Ryan	NO	108.48	43	38.55	30.55	16	26.90	23.40	7	43.03	18.27	14.76	20
5	Scott, Mike	NO	115.52	25	42.08	37.58	9	45.20	37.20	16	28.24	11.92	16.32	0
6	Scott, Alan	NO	120.01	20	42.68	34.68	16	32.55	30.55	4	44.78	22.45	22.33	0
7	Snarr, Ryan	NO	126.92	51	51.31	31.81	39	28.33	22.33	12	47.28	27.20	20.08	0
8	Phillips, RDan	NO	127.02	49	43.58	35.58	16	21.76	20.26	3	61.68	33.27	13.41	30
9	Huff, Blake	O	134.18	28	48.61	38.11	21	31.37	27.87	7	54.20	42.68	11.52	0
10	Young, Ed (#2)	NO	149.24	4	50.95	49.95	2	37.40	36.40	2	60.89	33.87	27.02	0
11	Shestanov, Dmitriy	NO	153.95	37	62.80	48.80	28	36.18	31.68	9	54.97	21.96	33.01	0
12	Peterson, Nicholas	NO	172.35	53	65.41	54.41	22	45.49	29.99	31	61.45	40.15	21.30	0
13	Young, Ed (#1)	NO	173.64	42	72.44	63.44	18	50.17	38.17	24	51.03	25.74	25.29	0
14	Dusbabek, John	NO	255.68	62	59.28	47.28	24	40.85	26.85	28	155.55	34.04	116.51	10
15	Davis, Keith	NO	256.47	60	70.89	50.39	41	46.82	37.32	19	138.76	77.72	61.04	0
16	Jolly, Jenny	NO	268.67	72	79.55	61.55	36	57.62	39.62	36	131.50	64.89	66.61	0
17	Coyle, Troy	NO	321.39	101	82.75	66.75	32	62.82	48.32	29	175.82	113.00	42.82	40
18	Driscoll, Janell	NO	372.36	76	100.24	81.74	37	64.38	44.88	39	207.74	91.26	116.48	0
19	Coyle, Barb	NO	491.38	166	147.13	107.13	80	121.25	98.25	46	223.00	203.00	0.00	40
20	Navanick, Issac	NO	506.91	147	118.83	70.33	97	92.98	92.98	0	295.10	67.15	202.95	50

### Notes:

**PD** = **Points Down** = .5 seconds x Points Down

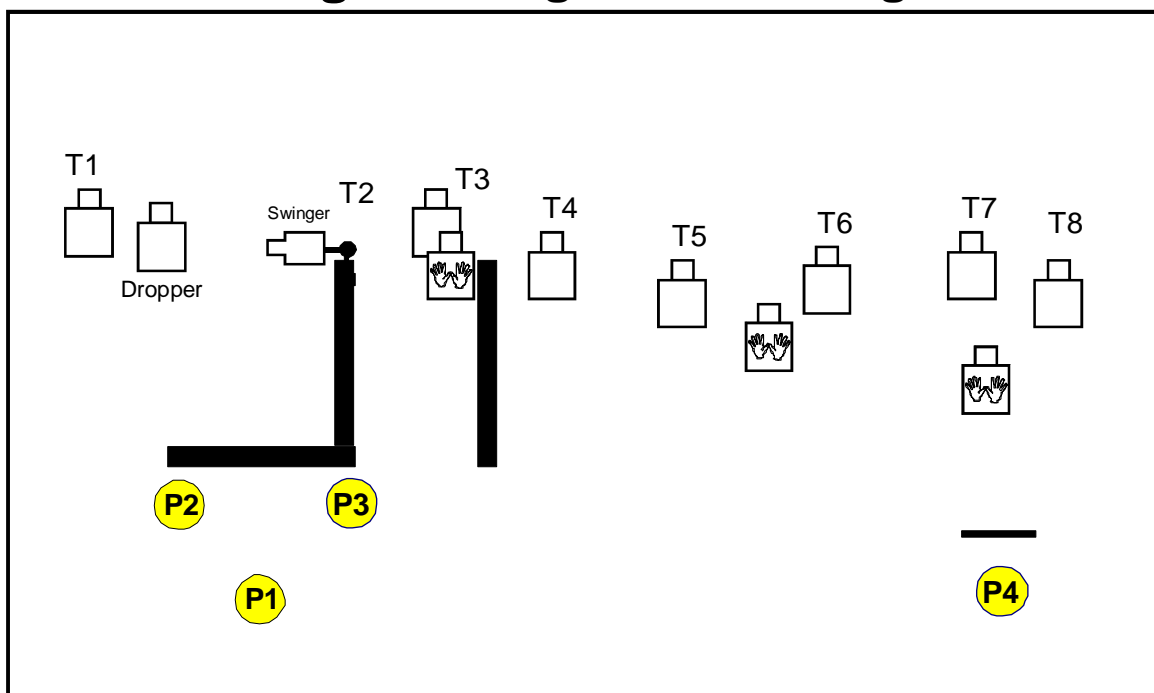
**Div.** = **Division:** **O** = Optic; **NO** = Non-Optic

(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.)

# Range Masters “Fun” Shoot

## Stage 1 - “Night at the Range”



**Round Count:**  
String 1 = 25 Min  
Stage = 25 Min

**Vickers Scoring**  
(Can make up shots)

### String 1 -

Shooters starts fully loaded at **P1**.

- At the buzzer, advance to **P2** and engage **T1** with **3 rounds** (Torso or Head), then engage the **Dropper** until it “drops” (this will start the Swinger).
- Move to **P3** and engage the **Swinger** and **T3** with **3 rounds** each (Torso or Head).
- Then, **while moving to P4**, engage **T4-T6** with **3 rounds** each (Torso or Head).
- **After reaching P4**, engage **T7** and **T8** with **3 rounds** (2 Torso and 1 Head).

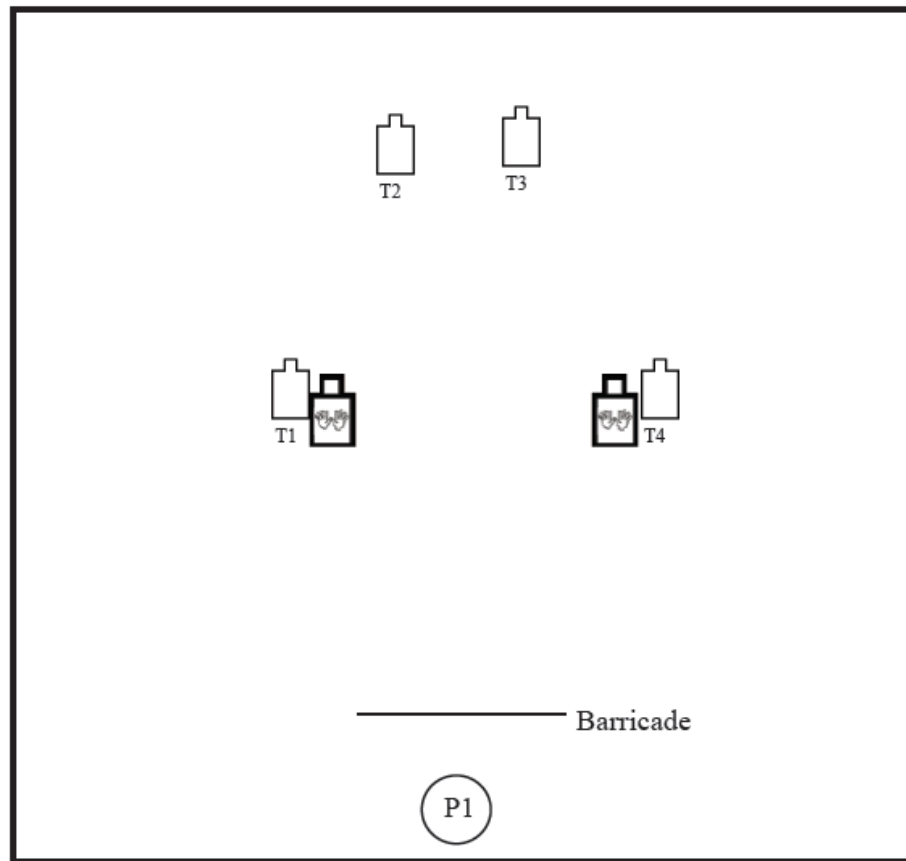
### Notes:

1. Properly use **COVER** (Slice the Pie).
2. Shooter may reload as nessasary.
3. **Do Not Shoot the Walls.**

COF designed by Mike Scott

# Range Masters “Fun” Shoot

## Stage 2 - March 6



### Round Count:

String 1 = 12 rounds minimum

### Vickers Count

(Can make up shots)

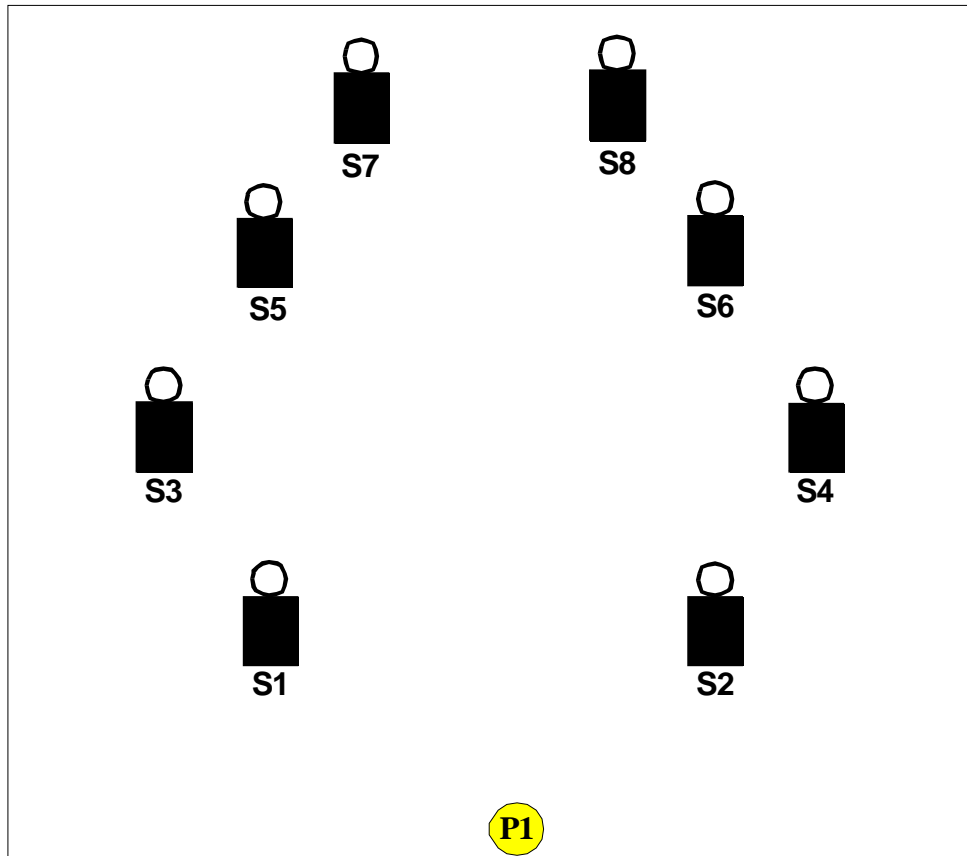
### String 1 - Shooter starts at P1.

• From P1, draw and engage T1 and T2 each with two rounds to the torso from the left side of the barricade. Reload, then engage T3 and T4 each with two rounds to the torso from the right side of the barricade. Reload, then, engage T1-T4 with one head shot each.

- **DO NOT SHOOT THE WALLS**
- Shooter must use cover properly.

# Range Masters “Fun” Shoot

## Stage 3 - “Left & Right - Right & Left”



### Round Count:

String 1 = **8 Minimum**

String 2 = **8 Minimum**

(**16** 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 knock down the **LEFT side** plates (front to back) then the **Right side** plates (front to back).
- Reload as necessary.

### String 2 - Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and knock down the **RIGHT side** plates (front to back) then the **Left side** plates (front to back).
- Reload as necessary.

### Notes:

1. For .22 shooters, 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.