

Range Masters "Fun" Shoot

Results for March 1, 2005

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	PD
		Shoot Total	Points Down										
1	Collins, Ken	35.73	1	12.06	11.56	1	14.60	6.96	7.64	0	9.07	9.07	0
2	Mortensen, Bryan	42.52	21	13.26	8.26	10	17.97	5.03	7.44	11	11.29	11.29	0
3	Zaccardi, Pat	44.96	17	8.06	6.56	3	21.25	5.37	8.88	14	15.65	15.65	0
4	Young, Ren	48.88	15	12.52	10.02	5	21.83	7.58	9.25	10	14.53	14.53	0
5	Redford, "Red"	51.57	16	20.16	12.66	15	16.94	8.16	8.28	1	14.47	14.47	0
6	Bullock, Curtis	56.48	7	18.50	18.50	0	17.66	5.33	8.83	7	20.32	20.32	0
7	Zaccardi, Juke	59.61	22	15.70	11.20	9	24.63	5.79	12.34	13	19.28	19.28	0
8	Stone, Scott	60.59	27	14.84	10.84	8	21.33	4.81	7.02	19	24.42	24.42	0
9	Marshall, John	62.07	6	17.96	16.96	2	22.09	9.00	11.09	4	22.02	22.02	0
10	Grimes, Rick	65.80	24	18.28	10.28	16	25.16	9.51	11.65	8	22.36	22.36	0
11	Deleeuw, Dave	66.53	6	15.67	15.17	1	22.32	9.26	10.56	5	28.54	28.54	0
12	Scott, Alan	70.65	11	24.43	22.43	4	23.06	10.39	9.17	7	23.16	23.16	0
13	Marshall, Paul	72.56	14	19.05	14.05	10	21.29	8.66	10.63	4	32.22	32.22	0
14	Scott, Michael	73.64	26	25.22	18.22	14	21.34	7.30	8.04	12	27.08	27.08	0
15	Redford, "Red" (Rev)	78.67	6	20.45	17.95	5	28.80	14.43	13.87	1	29.42	29.42	0
16	Redford, Noel	81.68	8	15.35	12.85	5	36.50	8.44	26.56	3	29.83	29.83	0
17	Crawford, George	85.67	3	26.79	25.79	2	35.30	17.17	17.63	1	23.58	23.58	0
18	Majers, Steve	86.65	27	25.76	21.26	9	31.05	10.27	11.78	18	29.84	29.84	0
19	Phillips, RDan	91.46	17	20.87	16.37	9	29.73	11.07	14.66	8	40.86	40.86	0
20	McAllister, Sean	97.15	1	27.19	26.69	1	41.59	18.68	22.91	0	28.37	28.37	0
21	Sherman, Adam	98.86	29	30.53	20.03	21	27.11	9.53	13.58	8	41.22	41.22	0
22	Hill, Randy	119.29	45	29.03	15.53	27	23.04	6.78	7.26	18	67.22	67.22	0
23	Rees, Jerry (Rev)	126.01	34	33.99	29.49	9	44.02	17.18	19.34	15	48.00	43.00	10
24	Lofley, Justin	130.08	4	23.41	23.41	0	45.67	24.38	19.29	4	61.00	61.00	0
25	Lofley, Kathleen (.22)	134.79	2	35.72	35.22	1	30.66	13.65	16.51	1	68.41	68.41	0
26	Van Duker, Doug	165.57	18	24.62	22.62	4	58.76	25.22	26.54	14	82.19	82.19	0

Notes:

- Remember, the "Fun" Shoot is held on the **1st** and **3rd Tuesday** of each month (6:30 p.m.) at Range Masters.
- You can use **ANY** handgun you want, as long as it can be safely drawn from a **strong-side holster**.
- IDPA format and scoring.

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

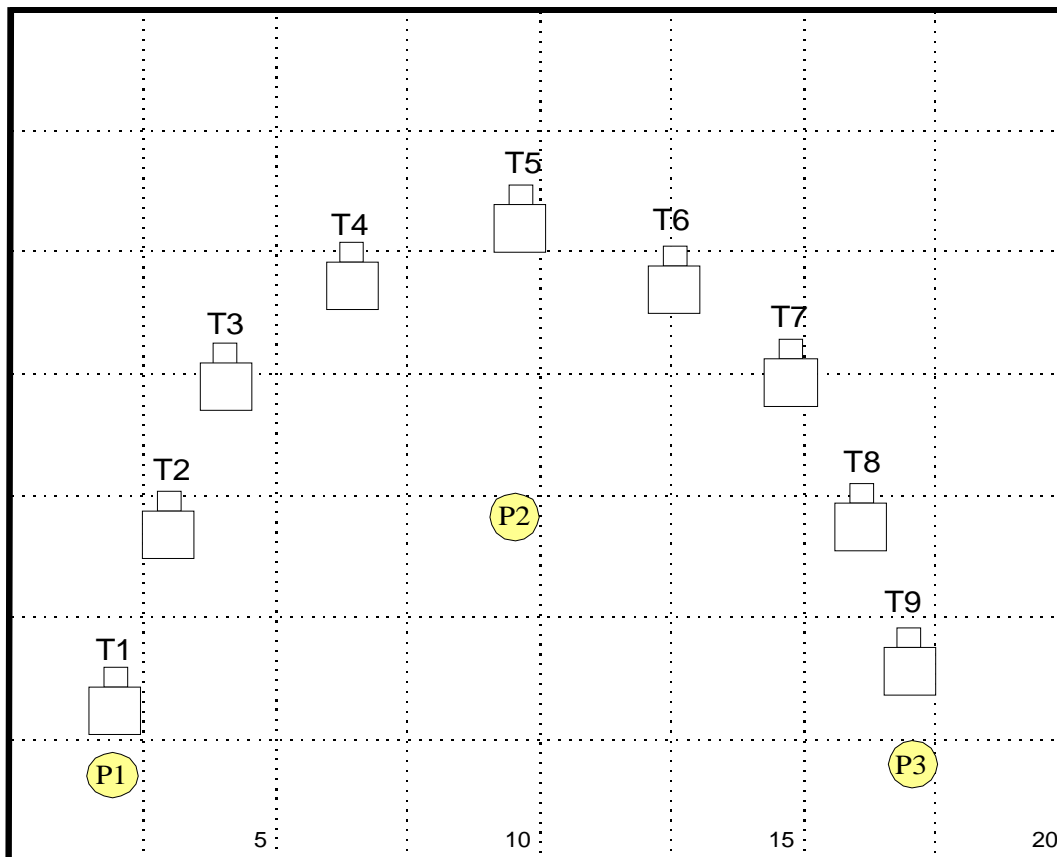
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

(Rev) = Revolver

DNF = Did Not Finish

Range Masters “Fun” Shoot

Stage 1: “Shoot the (½) Moon”



Round Count:

String 1 = 18 minimum

(18 rounds for the stage)

Vickers Count

(Can make up shots)

Scoring:

Targets are only scored after the shooter has completed all strings.

String 1:

Shooter starts at **P1** loaded to capacity.

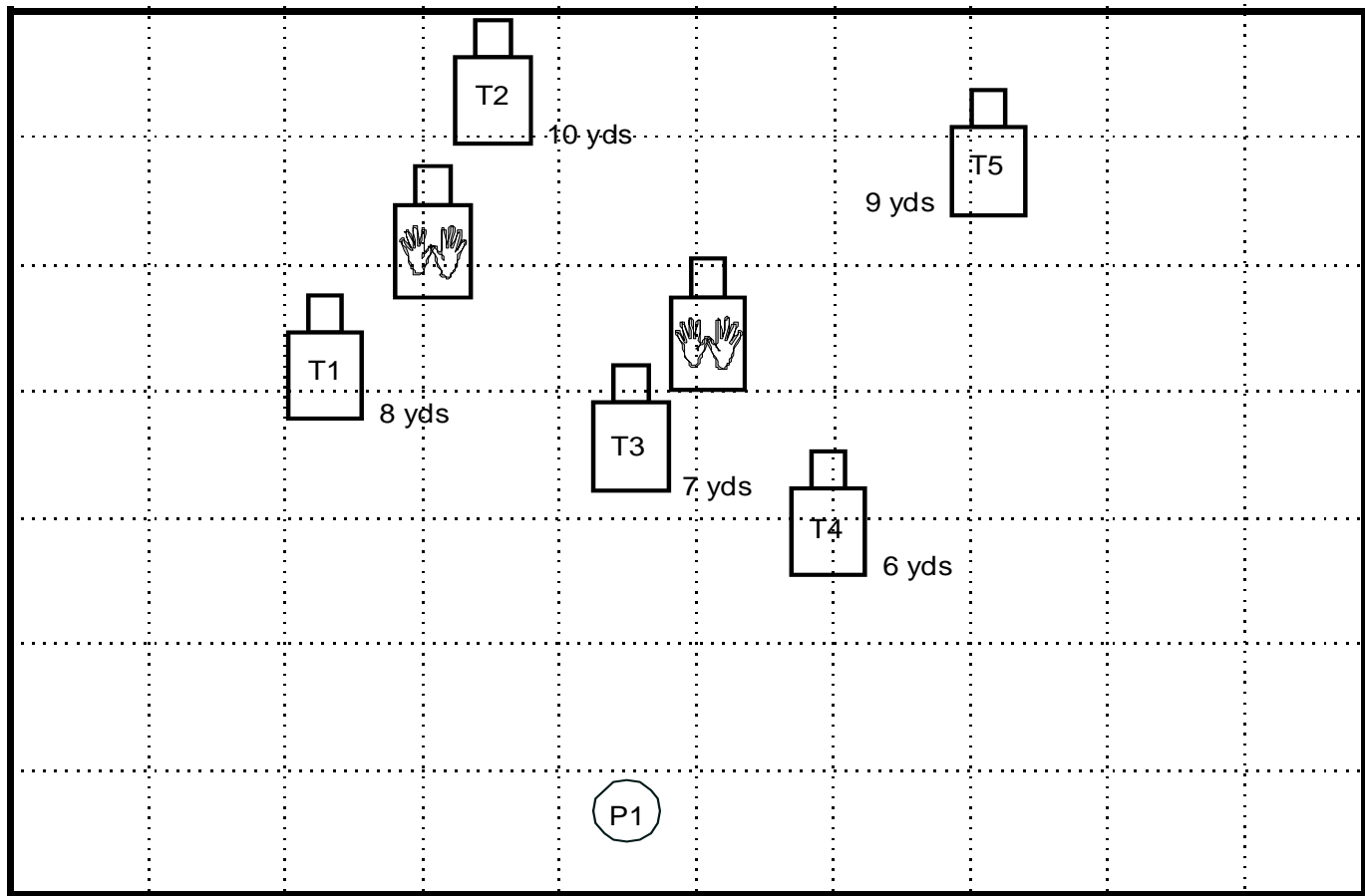
- At the buzzer, draw and engage target **T1** with **2 rounds from retention**.
- **Then, *while moving* to P2**, engage **T2 - T5** with **2 rounds (body or head)**.
- **Then, *while moving* to P3**, engage **T6 - T9** with **2 rounds each (body or head)**.

Notes:

1. Shooter **should be moving** while making **all shots** on **T1 - T9**.
2. Shooter must be **very careful** when moving from **P2** to **P3** that they **do not break the 180° line or stumble**.
3. **Do not shoot at the wall when moving from P2 to P3.**

Range Masters “Fun” Shoot

Stage 2 “Don’t Get Lost”



Round Count:

String 1 = **10** minimum
 String 2 = **10** minimum
 (**20** rounds for the stage)

Vickers Count

(Can make up shots)

Scoring:

Targets are only scored
 after the shooter has
 completed all strings.

String 1 -

Start at **P1** with a fully loaded gun.

- At the sound of buzzer, draw and engage **T1 - T5** with **2 rounds** to the **BODY ONLY** in **Tactical Sequence** -
 (***All targets get 1 round before engaging the targets again with 1 round.***)
- Reload as needed.

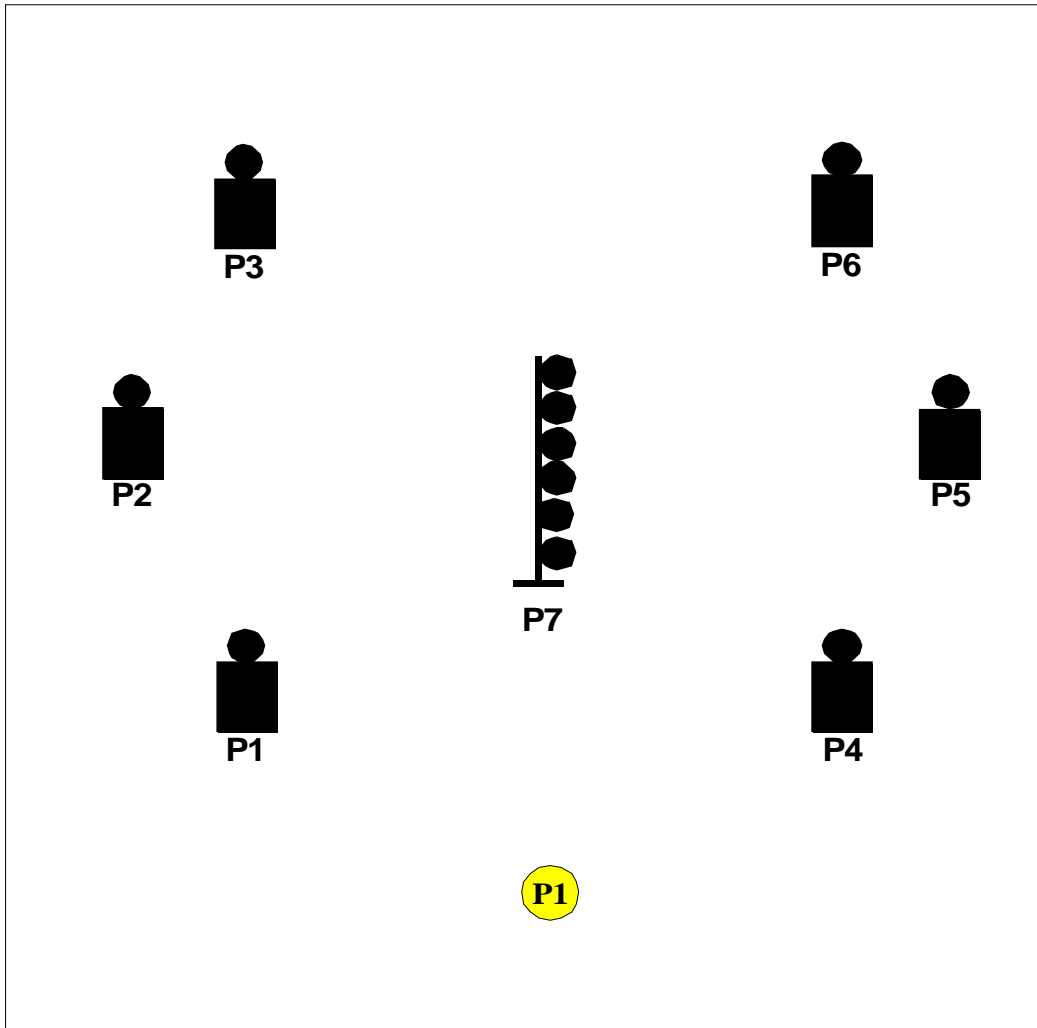
STRING 2 -

Start at **P1** with a **fully loaded gun**.

- At the sound of buzzer, draw and engage **T1 - T5** with **1 round** to the **BODY** and **1 round** to the **HEAD** in **Tactical Sequence** -
 (***All targets get 1 round before engaging the targets again with 1 round.***)
- Reload as needed.

Range Masters “Fun” Shoot

Stage 3 “The Dueling Steel”



Round Count:

String 1 = **12 minimum**
(12 rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

- Shooter starts at **P1**.
- At the sound of the buzzer, draw and engage **P7** until any **3 plates are on the opposite side**.
- Then engage **P1** thru **P3** in any order until knocked down.
- Re-engage **P7** until the last 3 plates are on the opposite side.
- Then engage **P4** thru **P6** in any order until knocked down.

Note: A solid hit on any of the plates of **P7** will count as a hit.