

Range Masters "Fun" Shoot

Results for October 7, 2009

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	PD
1	Mathis, David	NO	83.90	14	34.04	33.04	2	25.47	12.20	7.27	12	24.39	7.55	7.10	9.74	0
2	Gustaveson, Michael	O	85.05	10	36.75	36.25	1	22.71	10.37	7.84	9	25.59	10.39	10.86	4.34	0
3	Olson, Landon	O	85.54	2	39.02	38.02	2	24.39	14.02	10.37	0	22.13	7.98	10.13	4.02	0
4	Majers, Steve	O	90.64	21	38.24	36.74	3	25.93	11.79	8.14	12	26.47	8.22	9.96	5.29	6
5	Kemp, Tony	O	94.02	11	33.32	32.82	1	25.65	11.05	12.60	4	35.05	16.21	10.93	4.91	6
6	Majers, Steve Jr.	O	113.73	30	42.77	37.77	10	38.85	15.76	16.09	14	32.11	9.94	10.15	9.02	6
7	Phillips, RDan	NO	125.21	23	43.14	42.14	2	41.38	18.54	12.34	21	40.69	17.18	16.35	7.16	0
8	Carroll, Christopher	NO	126.29	40	61.59	48.09	27	33.27	14.54	15.23	7	31.43	13.04	8.96	6.43	6
9	Spensko, Shane	NO	127.61	34	57.74	53.74	8	37.18	12.66	11.52	26	32.69	12.09	8.98	11.62	0
10	Langford, Les	NO	127.78	29	52.89	52.39	1	38.20	17.38	9.82	22	36.69	10.10	16.51	7.08	6
11	Rodriquez, Mike	NO	135.60	55	43.72	39.22	9	51.60	18.15	13.45	40	40.28	19.67	11.13	6.48	6
12	Ursulich, Ryan	NO	142.60	47	65.12	50.62	29	41.87	22.35	10.52	18	35.61	11.26	16.96	7.39	0
13	Sorenson, Sam	NO	144.00	38	77.28	63.78	27	35.45	22.59	10.36	5	31.27	9.25	10.69	8.33	6
14	Duncan, Dave	NO	145.58	42	57.21	48.21	18	43.36	21.98	12.38	18	45.01	18.65	12.49	10.87	6
15	Scott, Michael Sr.	NO	154.38	62	60.91	49.91	22	41.55	12.79	11.76	34	51.92	24.30	8.47	16.15	6
16	Waldo, Ralph	NO	156.04	37	45.50	42.00	7	39.28	13.05	14.23	24	71.26	19.42	41.45	7.39	6
17	Leaberry, Daniel	NO	162.70	69	57.19	49.19	16	57.34	17.66	13.18	53	48.17	17.07	17.20	13.90	0
18	Clark, David (Rev)	NO	163.25	36	68.45	60.45	16	43.30	21.90	11.40	20	51.50	22.06	18.29	11.15	0
19	Rees, Jerry (Rev)	NO	168.51	51	60.39	57.89	5	50.57	20.41	7.16	46	57.55	30.33	16.66	10.56	0
20	Murray, Mark	NO	169.53	57	61.52	60.02	3	62.99	18.42	17.57	54	45.02	17.86	14.57	12.59	0
21	Redford, "Red" (Rev)	NO	171.53	39	68.62	58.12	21	55.80	20.69	26.11	18	47.11	20.68	14.56	11.87	0
22	Boyce, Jacob	NO	172.20	63	80.35	69.85	21	45.28	15.42	11.86	36	46.57	22.71	11.06	9.80	6
23	Van Ausdal, Brian	NO	174.94	47	63.41	63.41	0	47.25	17.05	9.70	41	64.28	20.63	31.72	8.93	6
24	DeLeeuw, Dave	NO	177.16	64	69.32	45.32	48	29.55	12.36	9.19	16	78.29	24.71	45.21	8.37	0
25	Watson, Ken	NO	180.61	7	55.20	54.20	2	39.60	23.54	13.56	5	85.81	56.54	19.73	9.54	0
26	Bethers, Larry	NO	191.68	55	78.75	73.25	11	51.98	21.85	16.13	28	60.95	31.78	12.24	8.93	16
27	Crowe, Steven	NO	214.71	60	87.10	72.60	29	50.06	25.77	13.79	21	77.55	12.87	40.77	18.91	10
28	Greer, Seth	NO	223.20	74	106.69	72.69	68	49.03	26.88	19.15	6	67.48	17.87	29.50	20.11	0
29	Johnson, Michael	NO	234.72	58	82.20	80.70	3	63.34	24.58	14.26	49	89.18	61.13	14.63	10.42	6
30	Larsen, Ben	NO	253.12	60	75.82	62.82	26	50.98	16.59	20.39	28	126.32	86.12	21.25	15.95	6
31	Limb, Brandon	NO	NS	NS	52.44	45.44	14	NS	14.29	NS	55	45.92	14.20	18.74	12.98	0

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

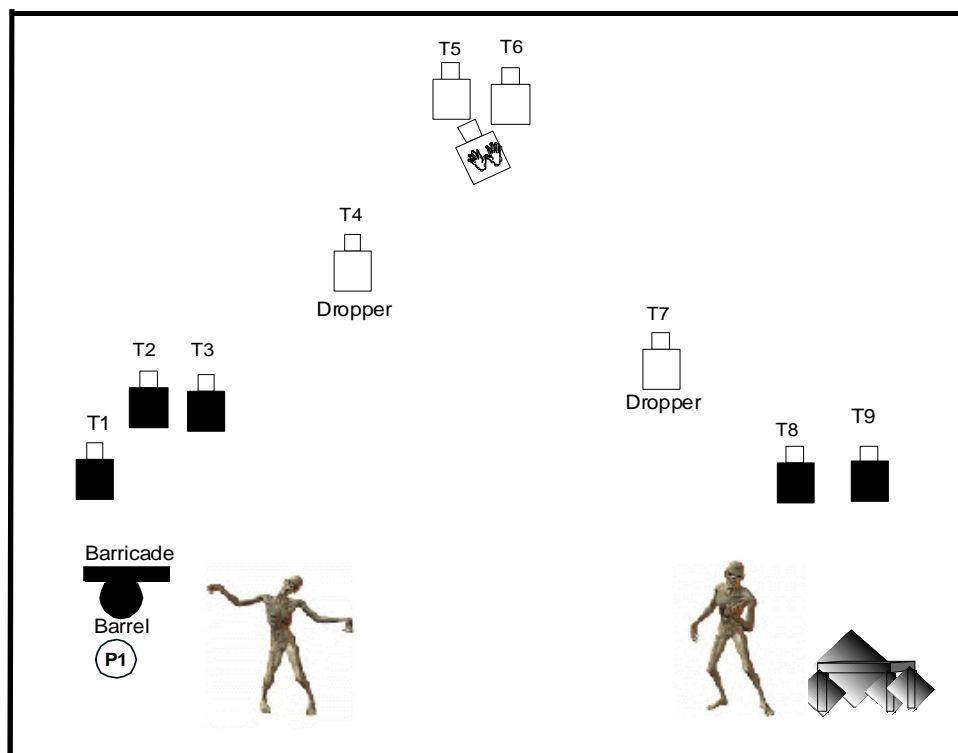
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Silly Zombies!!”



Round Count:
String 1 = 16 minimum

Vickers Count
(Can make up shots)

String 1: All targets get 2 rounds - Body or Head as designated.
Engage Droppers until they fall.

Place unloaded firearm on table and one magazine with no more than 6 rounds inside the zippered bag. The remaining magazines will be on a barrel at P1.

Shooter starts at P1.

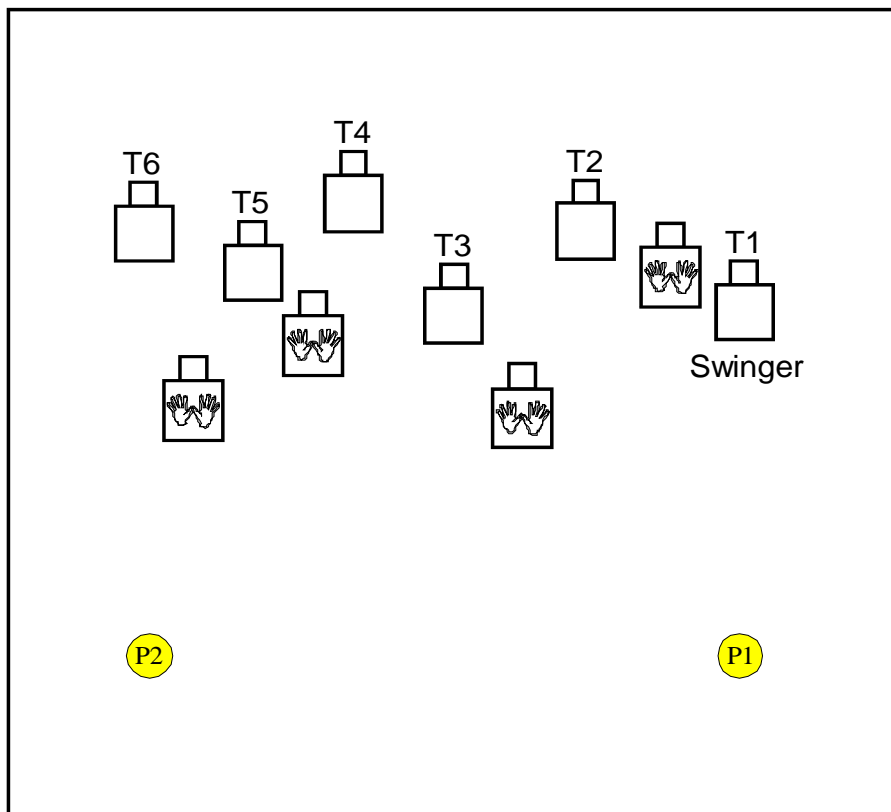
- At the sound of the buzzer, move as quickly as possible to the table, remove the magazine from the zippered bag and load firearm.
 - While moving back to **P1**, engage targets **T9** thru **T1**.
 - When out of ammo, return back to the barrel to retrieve magazines for reloads one at a time and engage the rest of the targets from behind the barricade using proper cover. However, if the Dropper (**T7**) is not dropped within the first 6 rounds, you must retrieve your next magazine from the barrel then return to a position **directly uprange from T7** to re-engage it, then return to the cover of the barricade to engage the remaining targets.
- DO NOT Break the 180° Line and DO NOT SHOOT THE WALLS!!!**

Notes:

1. All targets get **2 rounds** - body or head.
2. The black area of targets is “Hard Cover” and count as misses if rounds are in that area.
3. Engage Droppers **until they fall**.
4. Engage targets only down range. **DO NOT SHOOT THE WALLS!**

Range Masters “Fun” Shoot

Stage 2 - “Fun Shoot”



Round Count:

String 1 = **12 minimum**

String 2 = **5 minimum**

(**17 rounds** for the stage)

Vickers Count

(Can make up shots.)

String 1 -

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

- At buzzer, pull cord to activate Swinger, draw and engage **T1-T6** with **2 rounds** to the **TORSO Only while moving to P2**.
- Reload as necessary.

String 2 -

Start at **P2** with firearm fully loaded and holstered..

- Draw and engage **T6-T2** with **1 round** to the **HEAD Only while moving to P1**.
- Reload as necessary.

Note:

1. Shooter **must shoot on the move**, but **DO NOT** shoot **T6** until you reach **P2**.
2. Shooting the wall **WILL** result in a procedural penalty.
3. Shooter may reload between String 1 and String 2.

Range Masters “Fun” Shoot

Stage 3 - “Slice That Pie”

Round Count:

String 1 = 4 Min.

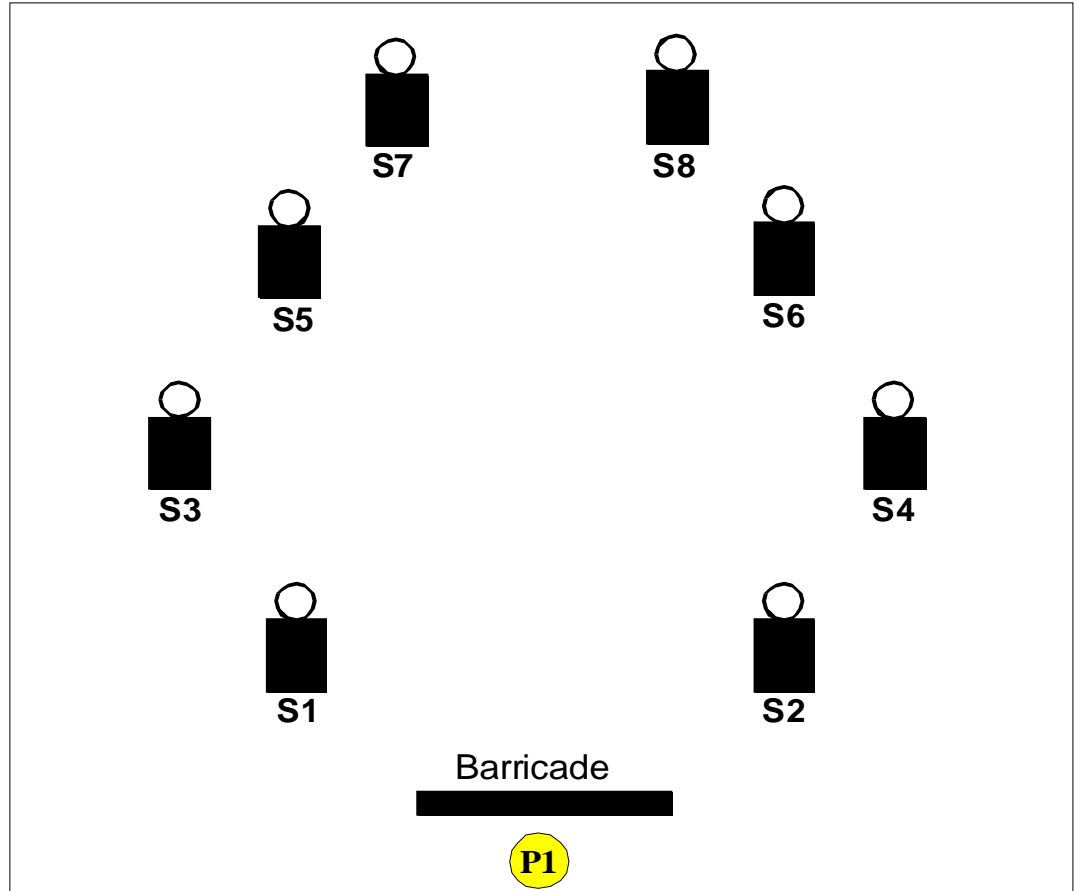
String 2 = 4 Min.

String 4 = 4 Min.

(12 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 from the **Left Side of the barricade**, knock down **S1** then **S8**; then from the **Right Side of the barricade**, knock down **S2** then **S7**.
- Reload as necessary, but **DO NOT reload before holstering**.

String 2 -

Shooter starts at **P1** with rounds remaining from String 1.

- At the sound of the buzzer, draw, and from the **Right Side of the barricade**, knock down **S4** then **S5**; then from the **Left Side of the barricade**, knock down **S3** then **S6**.
- Reload as necessary, but **DO NOT reload before holstering**.

String 2 -

Shooter starts at **P1** with rounds remaining from String 2.

- At the sound of the buzzer, draw, and with proper use of cover, knock down **S1 thru S4**.
- Reload as necessary.

Notes:

1. 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 penalty.