

Range Masters "Fun" Shoot Results - June 5, 2013

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 2	PD	Stage 2	String 1	String 2	PD	Stage 2	String 1	String 2	PD
1	Gull, Joe	NO	52.94	12	22.63	16.63	12	11.29	6.68	4.61	0	19.02	9.73	9.29	0
2	Riser, Adam (2)	NO	67.47	30	27.98	17.98	20	14.95	6.15	3.80	10	24.54	12.55	11.99	0
3	Rodriquez, Mike	O	74.85	27	29.08	22.58	13	18.44	7.19	4.25	14	27.33	11.90	15.43	0
4	Larson, Jim (2)	NO	78.33	13	24.64	21.14	7	16.07	7.77	5.30	6	37.62	17.64	19.98	0
5	Massey, Brian	NO	82.72	5	33.37	33.37	0	17.69	9.22	5.97	5	31.66	14.88	16.78	0
6	Larson, Jim (1)	NO	86.80	38	30.46	16.96	27	17.82	7.19	5.13	11	38.52	23.67	14.85	0
7	Riser, Adam (1)	NO	89.22	27	27.72	19.72	16	16.41	6.37	4.54	11	45.09	23.55	21.54	0
8	Scott, Alan (Rev)	O	93.86	5	35.22	33.22	4	13.17	7.31	5.36	1	45.47	26.40	19.07	0
9	Ursulich, Ryan	NO	94.23	46	36.71	24.21	25	23.45	8.06	4.89	21	34.07	18.79	15.28	0
10	Kern Ed	NO	103.85	26	40.30	33.30	14	22.99	9.22	7.77	12	40.56	17.19	23.37	0
11	Phillips, Rdan (.22)	NO	110.09	17	32.55	29.55	6	23.84	8.88	9.46	11	53.70	31.88	21.82	0
12	Scott, Mike	NO	111.15	26	40.73	27.73	26	18.69	8.85	9.84	0	51.73	30.34	21.39	0
13	Waldo, Ralph	NO	121.41	19	40.14	33.64	13	24.85	14.50	7.35	6	56.42	22.98	33.44	0
14	Davis, Keith (2) (Rev)	NO	125.24	44	52.67	38.17	29	21.94	8.83	5.61	15	50.63	27.08	23.55	0
15	Horst, Auston	NO	125.39	37	40.50	30.50	20	23.47	8.48	6.49	17	61.42	21.70	39.72	0
16	Davis, Keith (1) (Rev)	NO	125.86	29	41.70	36.20	11	24.26	9.84	5.42	18	59.90	27.94	31.96	0
17	Armstrong, Latigo (1)	O	141.77	47	68.34	52.34	32	19.18	7.31	4.37	15	54.25	40.02	14.23	0
18	Meyer, Alex (.22)	NO	142.00	26	50.50	45.50	10	21.81	8.76	5.05	16	69.69	44.60	25.09	0
19	Jolly, Jenn (2) (Rev)	NO	142.92	30	48.12	36.62	23	20.86	9.71	7.65	7	73.94	27.87	46.07	0
20	Jolly, Jenn (1) (Rev)	NO	160.98	33	35.37	26.87	17	24.03	8.84	7.19	16	101.58	69.48	32.10	0
21	Sheen, Christopher (1)	NO	163.39	24	57.26	55.26	4	32.56	14.48	8.08	20	73.57	35.25	38.32	0
22	Sheen, Christopher (2)	NO	175.08	20	56.89	47.89	18	31.14	15.60	14.54	2	87.05	51.95	35.10	0
23	Armstrong, Latigo (2)	O	188.07	16	40.52	38.02	5	19.35	8.64	5.21	11	128.20	78.20	50.00	0
24	Scott, Gus (.22)	NO	204.69	35	62.09	52.09	20	23.61	10.60	5.51	15	118.99	67.56	51.43	0
25	Lew, Christopher	NO	254.68	133	63.76	40.26	47	46.92	11.25	7.67	56	144.00	87.62	41.38	30

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = A revolver was used for the match

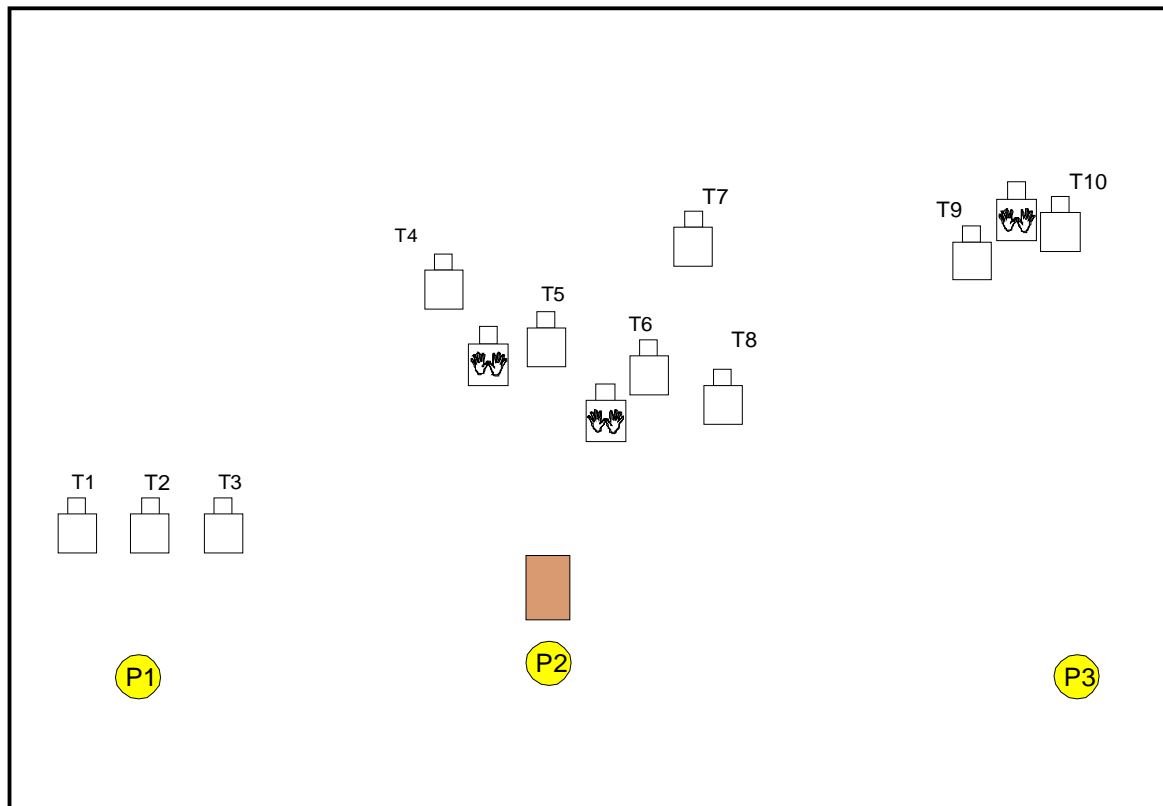
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “More Practice”



Round Count:
String 1 = **20 minimum**
(**20** rounds for the stage)

String 1
Vickers Count
(Can make up shots.)

String 1:

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

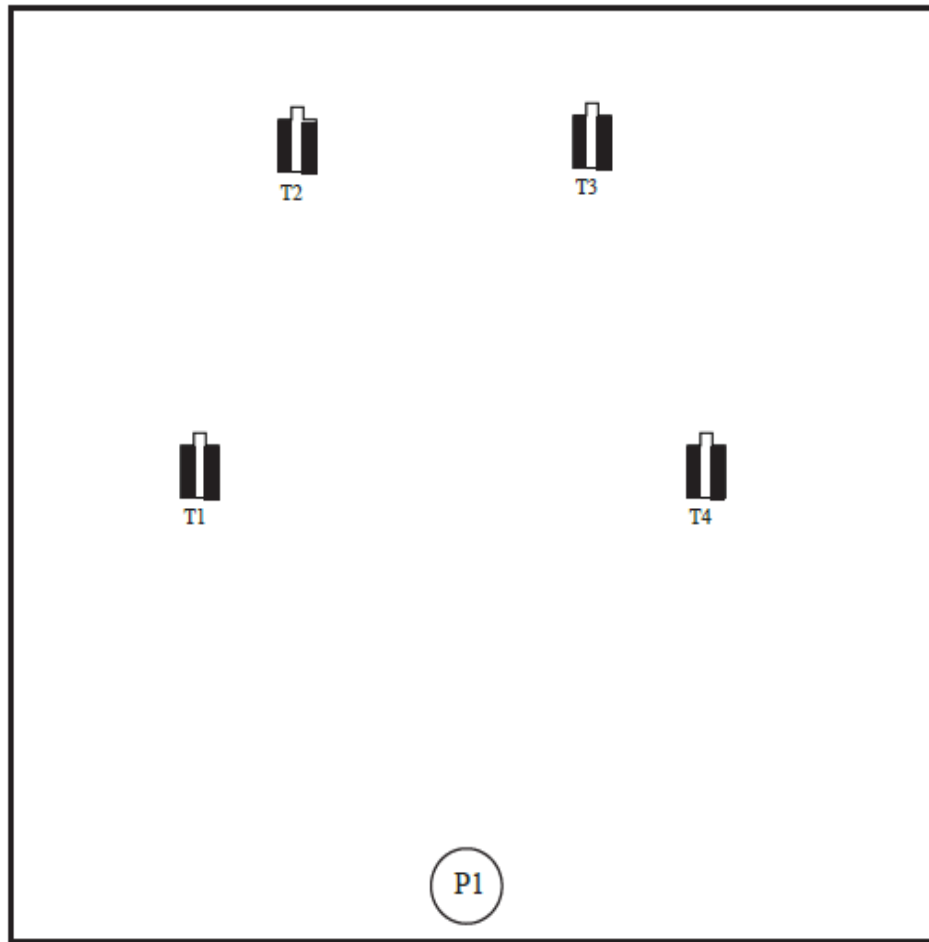
- At buzzer, draw and engage **T1 -T3** with **2** rounds each in **Tactical Sequence (1-1-2-1-1)**.
- Move to **P2**, and engage **T2 - T8** with **2 rounds each** while maintaining **proper use of cover**.
- Move to **P3** and engage **T9** and **T10** with **2 rounds each (1 Head and 1 Torso)**.

Note:

- Do Not Shoot walls.
- **No movement is required while engaging T1 thru T3.**
- Shooter **must be at P3** before shooting **T9 & T10**.

Range Masters “Fun” Shoot

Stage 2 - June 5



Round Count:

String 1 = 8 rounds minimum

String 2 = 4 rounds minimum

Vickers Count

(Can not make up shots)

String 1 - Shooter starts fully loaded at P1.

•At the sound of the buzzer, draw and engage T1-T4 with two rounds each, to the torso, in tactical sequence.

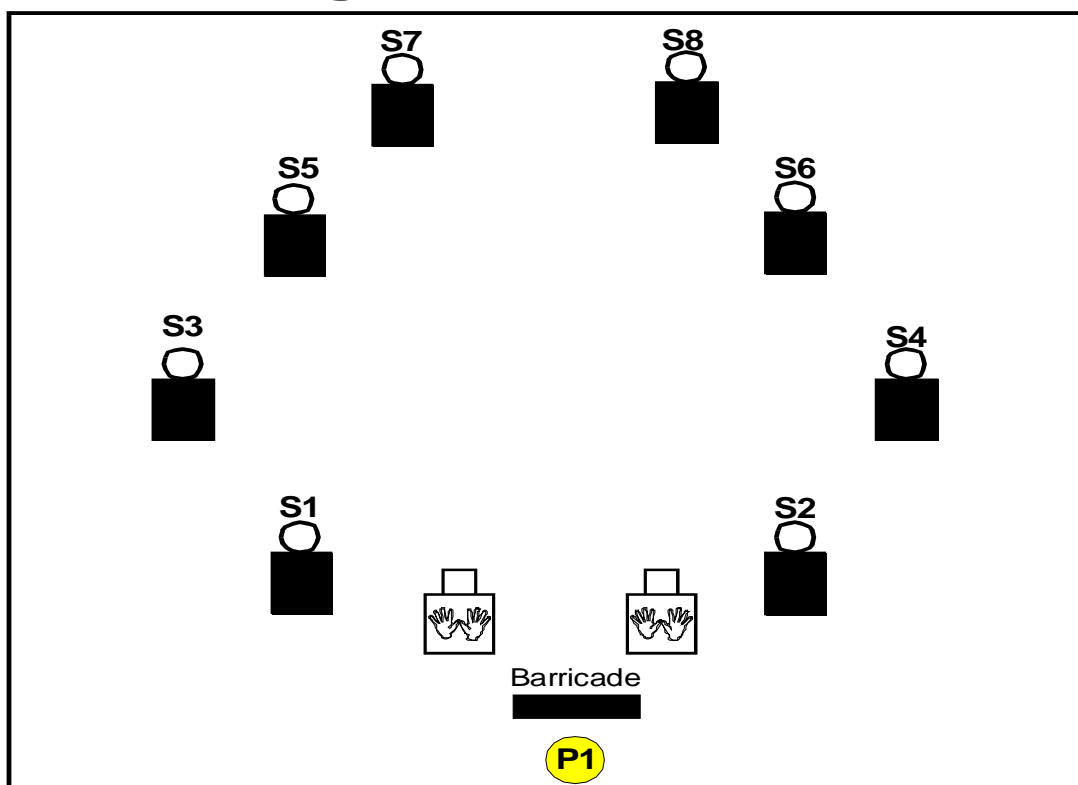
String 2 - Shooter starts fully loaded at P1.

•At the sound of the buzzer, draw and engage T1-T4 with one round each to the head, in tactical sequence.

• **DO NOT SHOOT THE WALLS**

Range Masters “Fun” Shoot

Stage 3 - “Avoidance”



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

- At the buzzer, draw and knocked down all plates using proper cover.
- Reload as necessary.

String 2:

Shooter starts at **P1** with weapon **fully loaded**.

- At the buzzer, draw and engage the plates starting with the **right plate on the first row (S2)**, then the **left plate on the first row (S1)**; the **right plate on the second row (S4)**, then the **left plate on the second row (S3)**, etc. (S6, S5, S8, S7) until all plates are knocked down.

Note: Use of cover is **not required** for **String 2**.

- Reload as necessary.

Notes -

1. Plates left standing will count as a Miss-On-Steel penalty.