

# Range Masters "Fun" Shoot

Results for July 16, 2013

Place	Name	*Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	String 1	PD	Stage 3	String 1	String 2	PD
1	DeLeeuw, Dave	O	106.29	17	71.74	37.99	26.25	15	18.21	9.50	7.71	2	16.34	7.70	8.64	
2	Riser, Adam (2)	NO	113.45	56	65.68	23.25	22.93	39	30.30	12.63	9.17	17	17.47	8.89	8.58	
3	Gull, Joe	NO	114.53	22	65.99	26.39	37.60	4	30.25	10.27	10.98	18	18.29	8.57	9.72	
4	Hubbard, Corey	NO	126.15	1	75.20	36.60	38.60		34.72	19.41	14.81	1	16.23	7.39	8.84	
5	Riser, Adam (1)	NO	127.28	61	73.19	28.25	28.44	33	37.32	10.19	13.13	28	16.77	9.85	6.92	
6	Spensko, Shane	NO	128.62	53	63.73	27.75	29.98	12	45.18	9.93	14.75	41	19.71	11.47	8.24	
7	Redford, "Red" (Rev)	NO	140.84	19	78.75	33.33	39.42	12	41.80	17.32	20.98	7	20.29	12.23	8.06	
8	Massey, Brian (2)	NO	144.16	31	77.70	39.66	37.54	1	46.93	15.97	15.96	30	19.53	10.06	9.47	
9	Massey, Brian (1)	NO	146.79	35	78.95	36.70	38.75	7	41.16	14.37	17.79	18	26.68	8.54	13.14	10
10	Winder, Jason	NO	148.55	45	83.11	43.89	37.72	3	45.69	11.37	13.32	42	19.75	10.94	8.81	
11	Ursulich, Ryan	NO	152.45	98	76.18	25.84	27.84	45	39.51	10.74	12.27	33	36.76	13.44	13.32	20
12	Clark, David (Rev) (2)	NO	154.46	17	85.22	40.16	41.56	7	48.13	23.83	19.30	10	21.11	13.37	7.74	
13	Peterson, Nicholas	NO	161.15	69	86.53	39.41	37.62	19	42.64	17.48	10.16	30	31.98	12.73	9.25	20
14	Waldo, Ralph	NO	167.32	16	116.93	52.79	60.14	8	30.90	15.87	11.03	8	19.49	6.92	12.57	
15	Clark, David (Rev) (1)	NO	174.48	50	99.73	44.89	43.34	23	44.31	20.63	15.18	17	30.44	11.14	14.30	10
16	Archer, Jon	NO	184.62	58	106.91	45.49	44.42	34	60.23	27.10	21.13	24	17.48	9.39	8.09	
17	Turner, Dave	NO	194.06	110	87.27	35.54	34.23	35	57.19	24.41	20.28	25	49.60	14.13	10.47	50
18	McCandless, Larry	NO	195.92	93	100.45	39.53	42.42	37	68.24	19.98	25.26	46	27.23	10.46	11.77	10
19	McCandless, Larry	NO	215.54	110	105.08	55.30	39.78	20	75.26	22.89	22.37	60	35.20	11.80	8.40	30
20	Tiber, Scott	NO	230.29	143	87.86	27.07	33.29	55	91.39	28.14	44.25	38	51.04	13.06	12.98	50
21	Archer, Frank	NO	257.52	130	117.78	42.09	54.69	42	92.24	33.88	34.36	48	47.50	13.61	13.89	40
22	Sandgren, Shelby (.22)	NO	262.68	95	143.54	60.27	71.27	24	76.38	29.25	26.63	41	42.76	13.60	14.16	30
23	Archer, Nicole	NO	265.61	79	123.33	51.95	52.38	38	105.96	48.55	46.91	21	36.32	13.40	12.92	20
24	Scott, Mike	NO	NS	NS	126.28	48.43	64.35	27	NS	30.62	NT	9	24.02	7.61	11.41	10

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

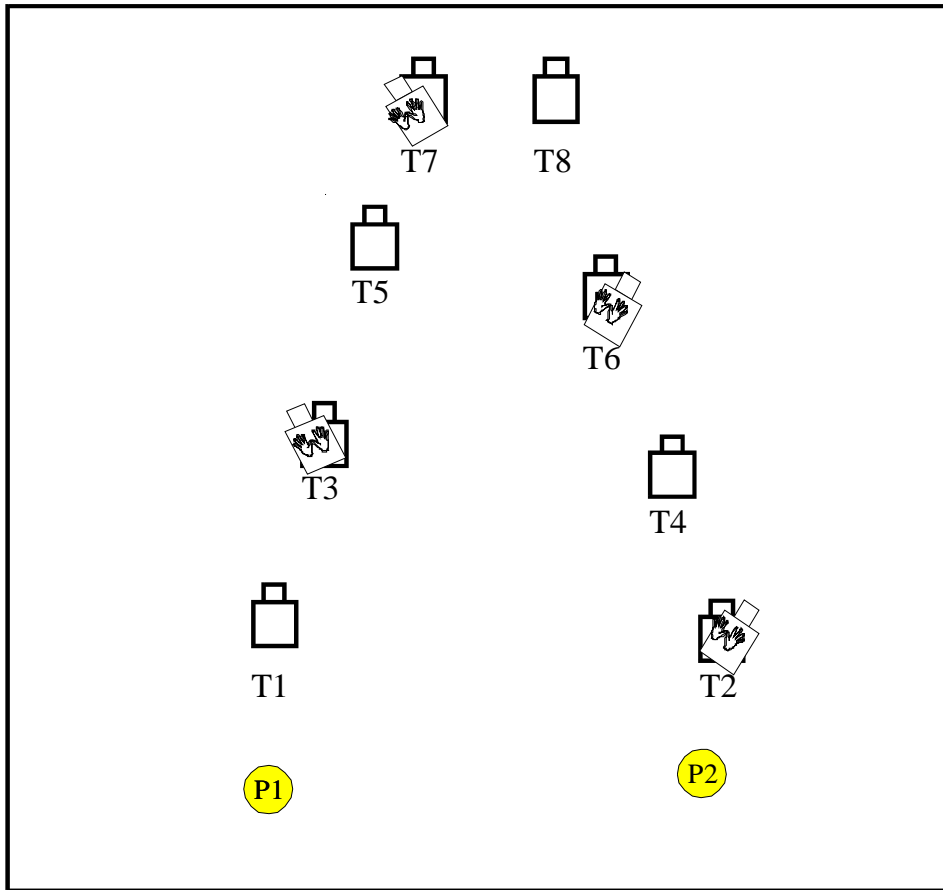
XX Indicates that the Points Down value includes some kind of penalty

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Runnin Ragged”



**Round Count:**  
**16 minimum**

**Vickers Count**  
**(Can make up shots.)**

**String 1** - Start at **P1** with fully loaded weapon.

- At the sound of the buzzer, draw and engage target **T1** with **1 round** to the Head or Torso, then move to **P2** and engage target **T2** with **1 round** to the Head or Torso.
- Continue moving back and forth until all targets are engaged, using the **STRONG HAND ONLY!!!**

**String 2** -

Same as String 1 but using **WEAK HAND ONLY!!!**

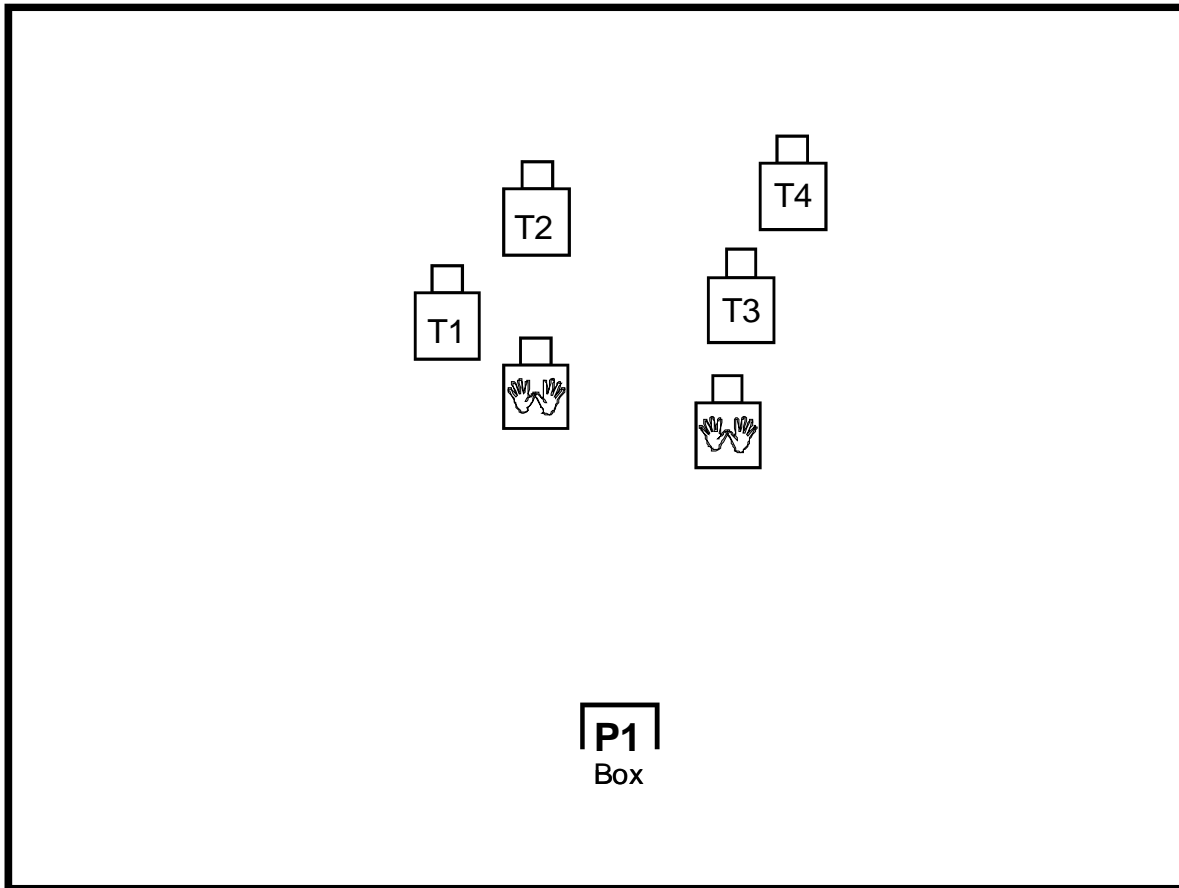
**Notes:**

- Reload as necessary.
- As bad as you want to, please don't shoot the walls!

COF designed by Shane Spensko

# Range Masters “Fun” Shoot

## Stage 2 - “In The Box”



### Round Count:

String 1 = **16 Rounds Maximum**

String 2 = **8 Rounds Maximum**  
(20 rounds for the stage)

### Limited Vickers Count

(Cannot make up shots)

**String 1** - Shooter starts fully loaded in the box at **P1**.

- At the sound of the buzzer, draw and **engage T1** thru **T4** with **3 rounds each** to the **TORSO ONLY**.
- Reload as necessary during the string, but after the string, holster the gun as is
- **DO NOT TOP OFF.**

**String 2** - Shooter starts in the box at **P1** with remaining rounds from **String 1**.

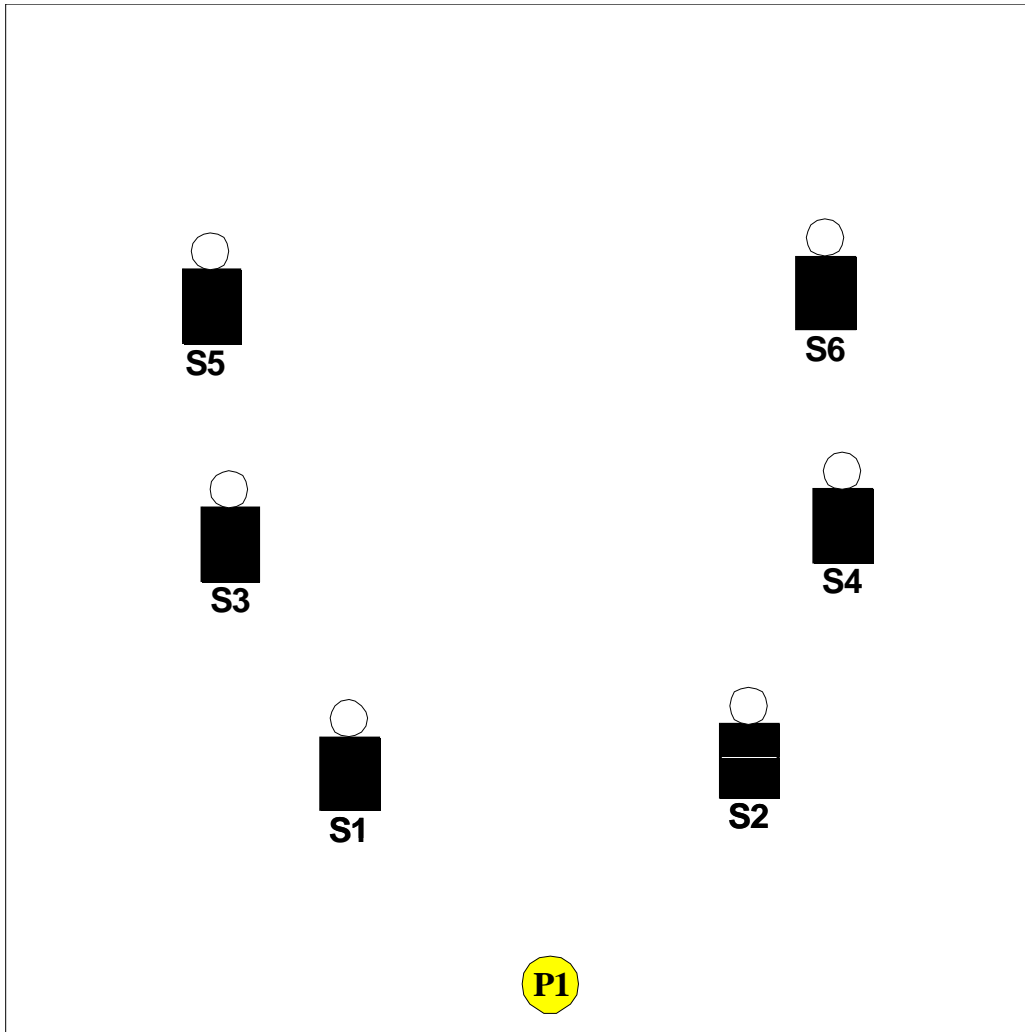
- At the sound of the buzzer, draw and **engage T1** thru **T4** with **2 rounds each** to the **HEAD ONLY**.
- Reload as necessary.

### Notes:

1. Shooter must stay in the box at **P1** for all shots.
2. **Don't break the 180 line** and **DO NOT SHOOT THE WALLS!**

# Range Masters “Fun” Shoot

## Stage 3 - “The Clock Is Ticking”



### Round Count:

**String 1 = 6 Rds. Min.**

**String 2 = 6 Rds. Min.**

### Vickers Count

**(Can make up shots)**

### String 1 -

Shooter starts **Fully Loaded at P1.**

- At the sound of the buzzer, targets (**S1 thru S6**) will automatically present themselves. Engage all targets until they are knocked down. (See Notes:)
- Reload as necessary.

### String 2 -

Same as String 1.

### Notes -

1. If targets are not knocked down within the allotted time, they will disappear and a Miss-On-Steel penalty will be assessed for those targets.