

# Range Masters "Fun" Shoot

Results for April 3, 2013

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Olson, Landon	NO	58.42	6	20.91	18.41	5	14.98	14.48	1	22.53	4.34	6.78	6.68	4.73	
2	Gull, Joe	NO	79.42	17	22.51	18.51	8	19.31	17.81	3	37.60	5.97	10.28	13.25	5.10	6
3	Hubbard, Corey	NO	84.39	22	30.55	22.05	17	22.45	19.95	5	31.39	6.49	8.19	8.63	8.08	
4	Smith, Clint	NO	85.24	26	25.79	19.29	13	28.28	24.78	7	31.17	6.25	5.35	11.62	4.95	6
5	Ursulich, Ryan	NO	105.35	51	43.28	23.78	39	13.98	7.98	12	48.09	6.63	15.70	14.63	11.13	
6	Huff, Blake (Rev)	O	106.24	61	7.23	3.73	7	15.74	8.74	14	83.27	7.61	24.54	22.29	8.83	40
7	DeLeeuw, Dave	O	115.71	11	24.45	23.45	2	26.54	22.04	9	64.72	11.80	35.72	11.07	6.13	
8	Arnold, Mark (B)	O	125.78	18	30.71	27.21	7	34.37	28.87	11	60.70	6.73	6.88	28.72	18.37	
9	Arnold, Mark (A)	O	134.63	37	34.10	26.10	16	33.40	22.90	21	67.13	21.00	15.87	8.43	21.83	
10	Phillips, RDan	NO	142.22	46	38.43	29.93	17	38.04	28.54	19	65.75	7.46	29.27	10.11	13.91	10
11	Payne, Jason	NO	143.01	25	47.87	44.37	7	35.14	26.14	18	60.00	9.16	31.89	11.12	7.83	
12	Waldo, Ralph	NO	159.77	32	41.83	36.83	10	32.30	29.30	6	85.64	5.85	41.77	12.96	17.06	16
13	Greer, Seth	NO	162.38	64	47.11	32.11	30	21.05	17.05	8	94.22	9.69	12.29	53.39	5.85	26
14	LeBaron, Chad (.22)(2)	NO	168.47	35	45.18	33.68	23	30.03	24.03	12	93.26	17.35	35.91	9.64	30.36	
15	LeBaron, Chad (.22)(1)	NO	186.64	32	48.60	41.10	15	35.75	27.25	17	102.29	39.11	27.56	29.05	6.57	
16	Payne, Jason	NO	213.64	38	51.67	42.17	19	36.91	35.41	3	125.06	11.83	78.04	16.56	10.63	16
17	Jolly, Jenny	NO	226.15	68	50.83	27.33	47	40.74	30.24	21	134.58	32.94	28.33	28.99	44.32	
18	Davis, Keith	NO	274.20	67	53.50	37.50	32	29.86	22.36	15	190.84	23.33	63.92	51.92	41.67	20
19	Mallon, Jim	NO	DNF	DNF	52.23	42.23	20	34.61	30.11	9	DNF	46.62	57.17	22.74	DNF	10

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

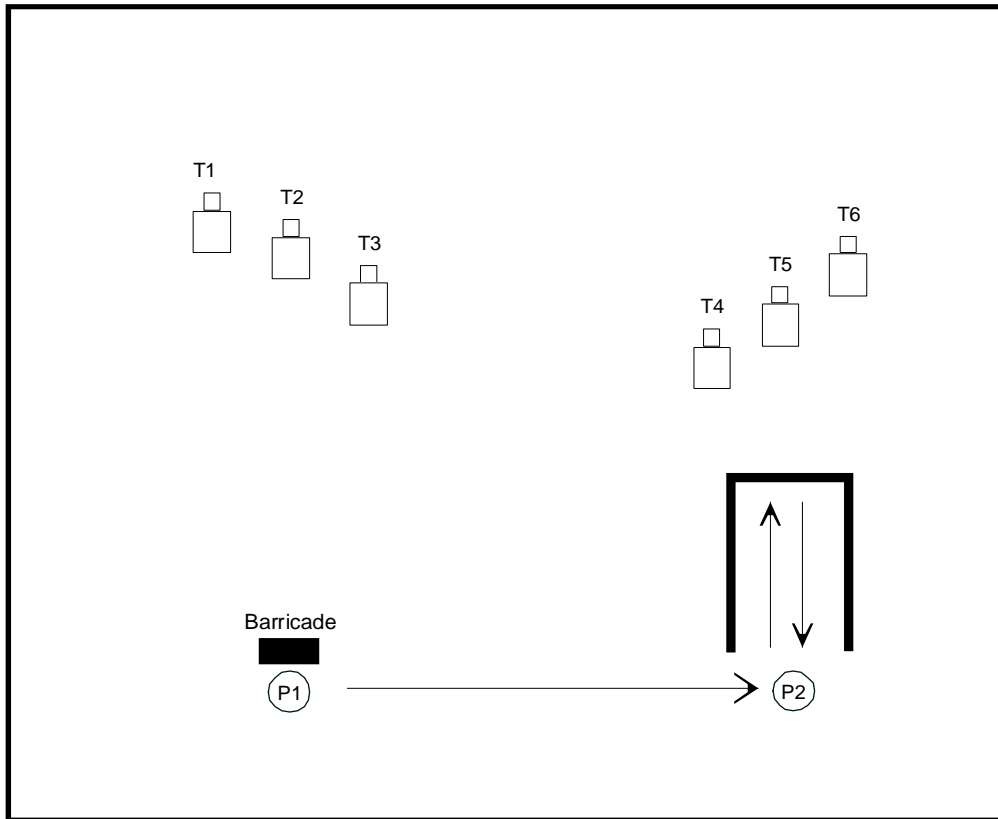
XX Indicates that the Points Down value includes some kind of penalty

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Skill Set Test”



**Round Count:**  
String 1 = **21 Minimum**  
(21 rounds for the stage)

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

### String 1 -

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

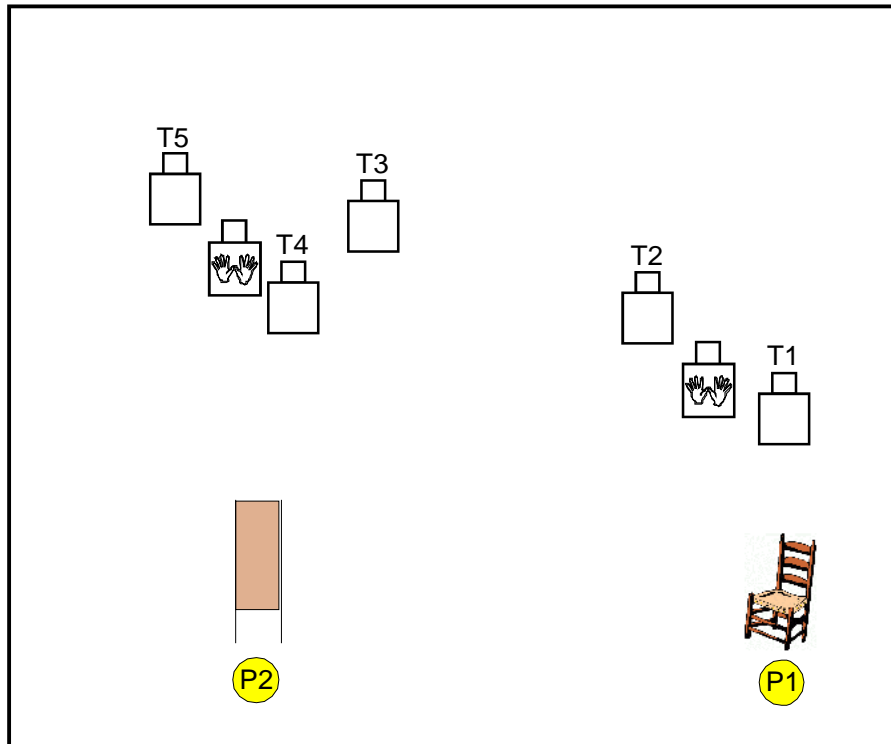
- At the sound of buzzer, draw and from one side of the Barricade and with the proper use of cover, engage **T1 - T3** with **2 rounds each**.
- Perform a **Reload with Retention** and then **re-engage T1 - T3** with **2 rounds each** from the **OPPOSITE SIDE** of the Barricade.
- **Move to P2**, and **while moving forward**, engage **T4 - T6** with **2 rounds each** to the **TORSO ONLY** without crossing the fault line, then, **while retreating to P2**, engage **T4 - T6** with **1 round to each HEAD**.
- Reload as necessary.

### Notes:

1. Cover must be properly used at **P1** when shooting and reloading.
2. **DO NOT SHOOT THE WALLS!!!**

# Range Masters “Fun” Shoot

## Stage 2 - “Burger Joint Badies”



### Round Count:

String 1 = **14** Minimum  
Stage Total = **14** Minimum

### Vickers Count

(Can make up shots.)

### String 1 -

Shooter starts fully loaded and **seated in the chair** at **P1** with his **back to the targets**.

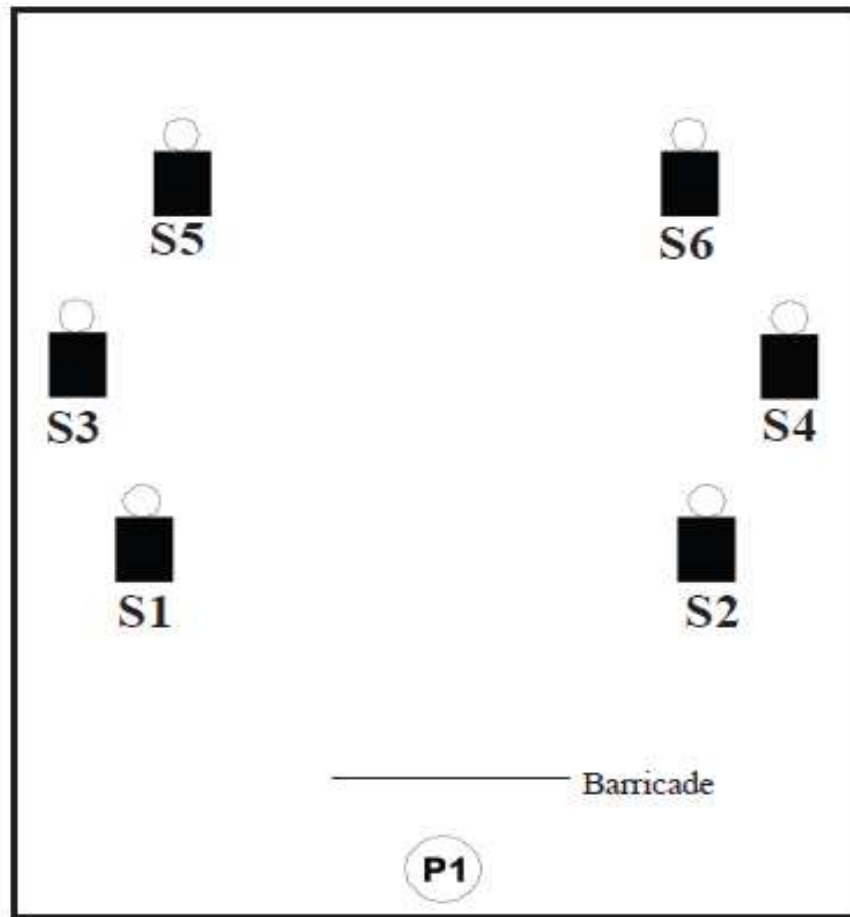
- At the sound of the buzzer, stand, turn around, draw and engage **T1** with **2 rounds**.
- Then, **while moving** to **P2**, engage **T2** with **3 rounds**.
- After reaching the cover at **P2**, perform a **Tactical Reload** or **Reload with Retention** and then engage targets **T3 - T5** with **2 rounds to each TORSO from the Right Side of the barricade**.
- Then, from the **Left Side of the barricade**, engage **T5 - T3** with **1 round to each HEAD**.
- Reload as necessary, but **Tactical Reload** or **Reload with Retention** at **P2** **must be performed**.

### Notes:

1. Proper use of cover will be watched for and penalized if necessary.
2. **DO NOT SHOOT THE WALLS!!!**

# Range Masters “Fun” Shoot

## Stage 3 - April 3



### Round Count:

String 1 = 3 rds min.  
String 2 = 3 rds min.  
String 3 = 3 rds min.  
String 4 = 3 rds 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 engage S2, S4 and S6, right hand only.

**String 2** - Shooter starts with the rounds remaining from String 1.

- From low ready, at the sound of the buzzer, engage S1, S3 and S5, left hand only.

**String 3** - Shooter starts with the rounds remaining from String 2.

- From low ready, at the sound of the buzzer, engage S2, S4 and S6, left hand only.

**String 4** - Shooter starts with the rounds remaining from String 3.

- At the sound of the buzzer, draw and engage S1, S3 and S5, right hand only.

- Shooter may not reload between strings but may reload during strings as necessary.
- Shooter must properly use cover
- Draw/low ready starts and strings will be swapped for left-handed shooters