

Range Masters "Fun" Shoot

Results for May 4, 2011

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	PD
1	Olson, Landon	NO	70.69	12	23.99	20.49	7	33.31	16.54	14.77	4	13.39	6.61	6.28	1
2	DeLeeuw, Dave	O	70.99	6	24.50	24.50		34.00	14.84	16.16	6	12.49	5.74	6.75	
3	Soper, Mitchell	NO	75.10	25	28.15	17.15	22	31.65	14.10	16.05	3	15.30	7.79	7.51	
4	Soper, Mitchell	NO	76.80	44	33.44	15.44	36	29.39	12.45	13.44	7	13.97	7.03	6.44	1
5	Majers, Steve	O	87.98	18	24.79	21.29	7	43.70	23.40	15.30	10	19.49	10.11	8.88	1
6	Kemp, Tony	NO	89.84	11	29.52	29.02	1	46.13	23.15	17.98	10	14.19	7.27	6.92	
7	Sorensen, Shiloh	NO	96.06	23	28.42	20.92	15	39.02	22.32	13.70	6	28.62	15.02	12.60	2
8	Reese, Howard	O	96.35	12	31.81	28.81	6	37.09	16.05	18.54	5	27.45	10.15	16.80	1
9	Dockstader, Jeff	NO	102.24	29	32.56	26.56	12	55.06	36.47	16.09	5	14.62	4.14	4.48	12
10	Moffat, Joel	NO	109.38	28	46.23	34.73	23	41.25	21.00	17.75	5	21.90	9.51	12.39	
11	Jepperson, Riley	NO	109.70	54	39.48	24.48	30	53.30	26.64	15.66	22	16.92	8.16	7.76	2
12	Thalman, Scott	NO	110.45	25	35.59	29.59	12	50.06	29.66	13.90	13	24.80	10.65	14.15	
13	Sodja, Justin	NO	112.91	38	40.94	32.44	17	54.08	17.89	28.69	15	17.89	7.99	6.90	6
14	Rodriquez, Mike	O	116.08	14	48.43	41.93	13	53.76	26.73	27.03		13.89	6.75	6.64	1
15	Sorensen, Shiloh	NO	121.56	49	43.45	26.95	33	43.36	25.61	14.75	6	34.75	9.66	20.09	10
16	Kemp, Tony	NO	122.77	32	45.71	38.21	15	60.28	36.26	15.52	17	16.78	8.80	7.98	
17	Price, Mike	NO	127.91	27	32.55	23.55	18	74.91	55.21	15.70	8	20.45	8.75	11.20	1
18	Ursulich, Ryan	NO	131.06	61	31.79	20.79	22	61.31	25.13	19.68	33	37.96	11.49	23.47	6
19	Woolley, Evan	NO	131.26	23	37.71	35.71	4	72.04	40.70	22.34	18	21.51	12.56	8.45	1
20	Clark, David G.	NO	132.72	18	33.95	31.95	4	76.92	41.57	28.35	14	21.85	11.03	10.82	
21	Scott, Michael	NO	132.96	33	51.39	38.39	26	61.30	38.13	19.67	7	20.27	9.55	10.72	
22	Majers, Steve Jr.	O	133.26	53	27.56	16.06	23	91.28	62.92	14.86	27	14.42	5.08	7.84	3
23	Allen, Chris	NO	134.53	53	57.79	38.79	38	62.10	27.86	26.74	15	14.64	7.09	7.55	
24	Clark, David H.	NO	139.15	47	48.05	32.55	31	69.89	20.07	43.32	13	21.21	8.77	10.94	3
25	Sorensen, Norm	NO	140.21	45	46.74	33.74	26	68.15	35.85	23.80	17	25.32	13.32	11.00	2
26	Waldo, Ralph	NO	143.99	78	52.81	38.31	29	66.85	22.81	22.54	43	24.33	12.57	8.76	6
27	Davies, Evan	NO	145.38	56	45.27	29.77	31	61.95	21.51	31.44	18	38.16	24.18	10.48	7
28	Petersen, Nate	NO	148.80	54	44.30	32.80	23	69.65	26.72	30.43	25	34.85	18.95	12.90	6
29	Mallon, Jim	NO	149.06	49	48.31	33.31	30	66.80	39.13	19.17	17	33.95	22.12	10.83	2
30	Spensko, Shane	NO	155.37	21	34.75	33.75	2	76.59	45.68	21.41	19	44.03	33.55	10.48	
31	Rees, Jerry (Rev)	NO	160.40	35	43.68	29.18	29	81.41	19.69	58.72	6	35.31	26.04	9.27	
32	Sorensen, Norm	NO	169.50	38	54.23	37.73	33	84.42	47.17	35.25	4	30.85	16.36	13.99	1
33	Banks, John	NO	173.59	55	56.11	42.11	28	71.29	33.07	29.22	18	46.19	30.84	10.85	9
34	Littlefield, Stan	NO	181.28	59	48.51	33.01	31	59.87	30.11	15.76	28	72.90	20.67	52.23	
35	Petersen, Nate	NO	186.23	41	63.26	50.76	25	83.04	39.83	35.21	16	39.93	20.12	19.81	
36	Phillips, RDan	NO	189.66	26	52.95	49.45	7	94.06	54.58	30.48	18	42.65	21.74	20.41	1
37	Allen, Scott	NO	192.04	37	50.32	40.32	20	112.93	84.33	20.60	16	28.79	19.68	8.61	1
38	Westwood, Mike	NO	199.71	114	53.63	37.63	32	99.75	26.16	44.09	59	46.33	18.92	15.91	23
39	Whitaker, Scott	NO	207.30	90	59.99	35.99	48	103.57	51.65	32.92	38	43.74	24.76	16.98	4
40	Juber, Ken	NO	301.72	138	71.25	40.25	62	107.46	53.39	19.07	70	123.01	100.41	19.60	6
41	Bustillos, David	NO	DNF	DNF	58.53	44.03	29	DNF				28.46	15.32	12.64	1
42	Samuelson, Domeeka	NO	DNF	DNF	DNF			DNF				DNF			
43	Santos, Jesus	NO	DNF	DNF	50.41	33.41	34	DNF				35.32	21.56	13.26	1

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

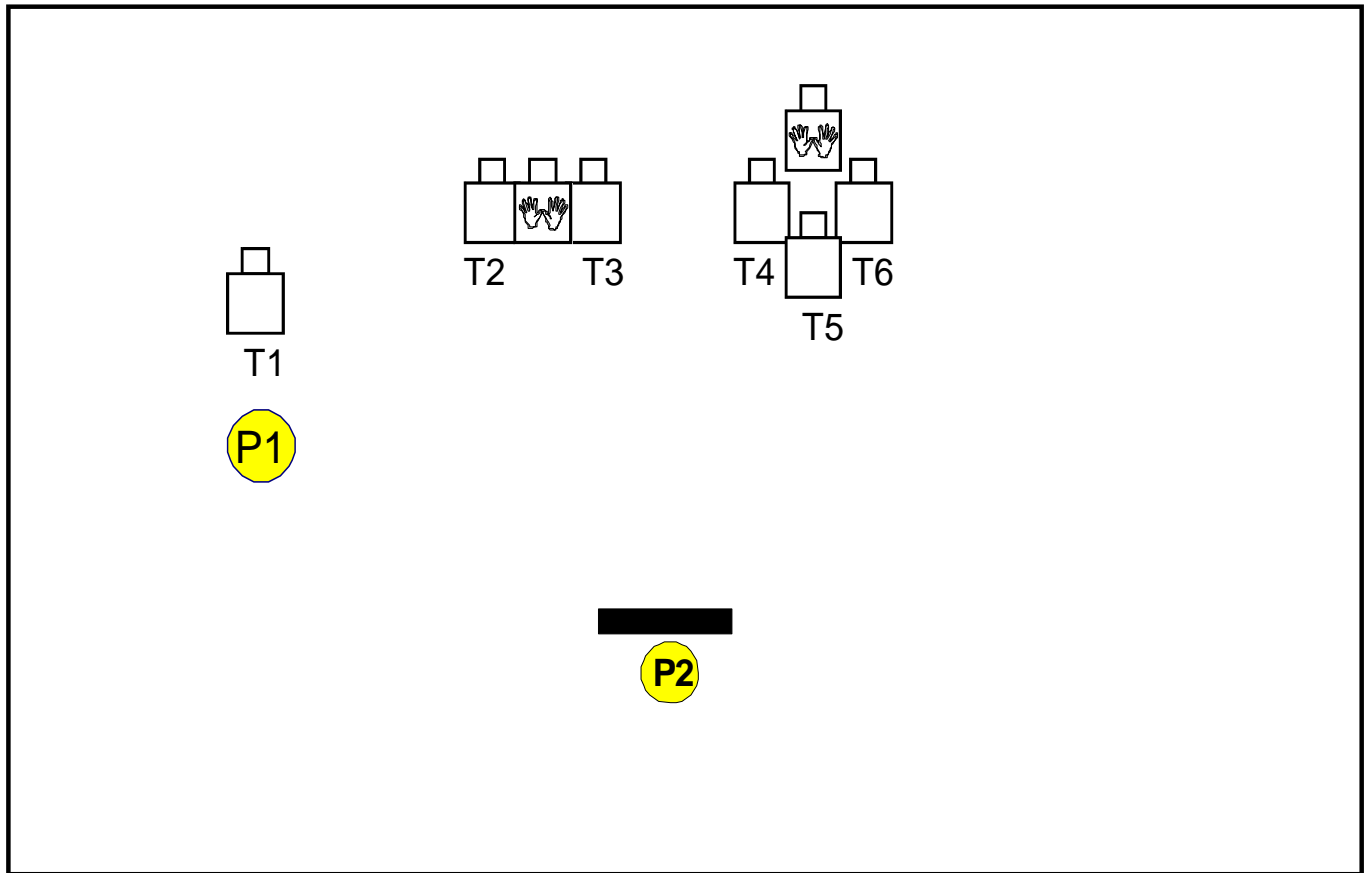
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Presentations”



Round Count:
String 1 = 18 Min
Stage = 18 Min

Vickers Count
(Can make up shots)

String 1 - All targets get **2 rounds to the BODY** and **1 to the HEAD**.

Shooter starts at **P1** with **back to T1** with gun **holstered** and loaded with **no more than 11 rounds**.

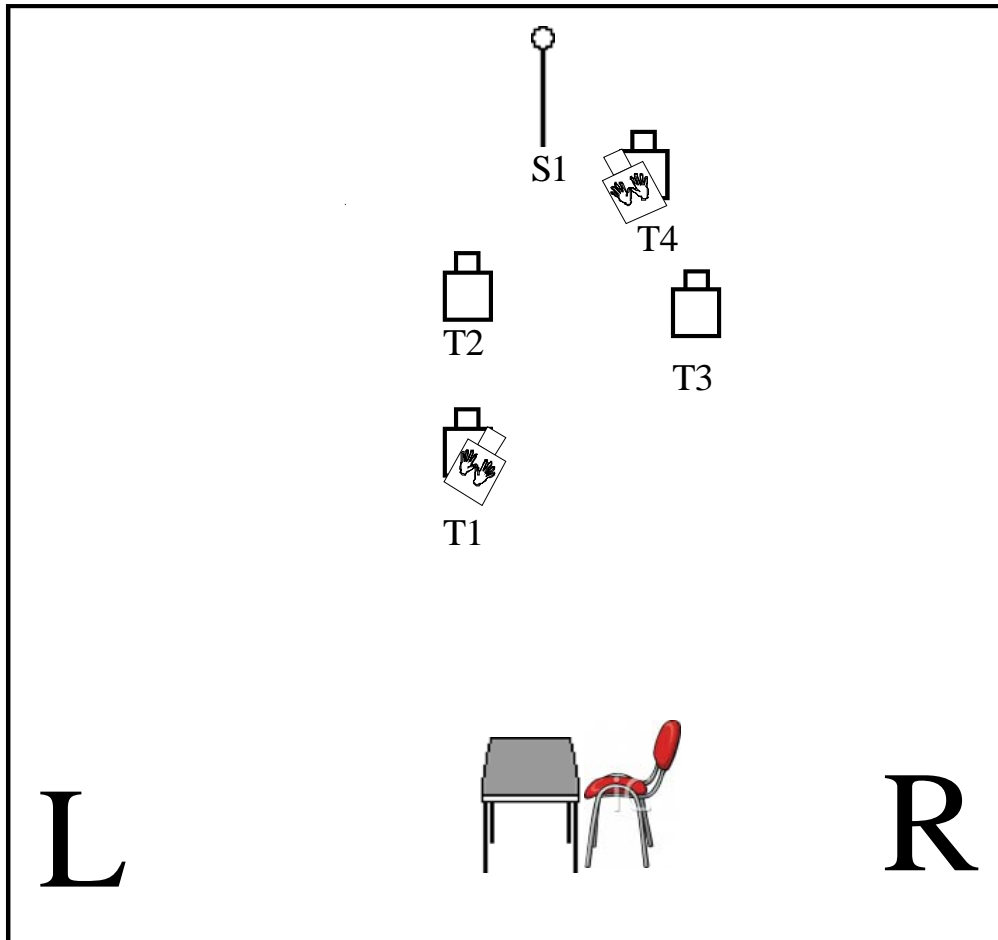
- At the sound of the buzzer turn, and while retreating to **P2**, engage **T1**.
- At **P2**, using tactical priority (**properly using cover**), engage **T2** and **T3** from the **LEFT side** of the barricade and **T4-T6** from the **RIGHT side** of the barricade.

Notes:

1. **DO NOT SHOOT THE WALLS**
2. **T1 may not be reengaged once the shooter has reached P2.**

Range Masters “Fun” Shoot

Stage 2 - “They Got Mom!”



Round Count:
18 minimum

Vickers Count
(Can make up shots.)

Shooter is seated facing the left side of bay. Gun is empty, magazine is fully loaded, both are on table.

String 1- At the sound of the buzzer, load gun and engage targets **T1** thru **T4** with **2 rounds** each torso or head. Engage **S1** with **one round** only.

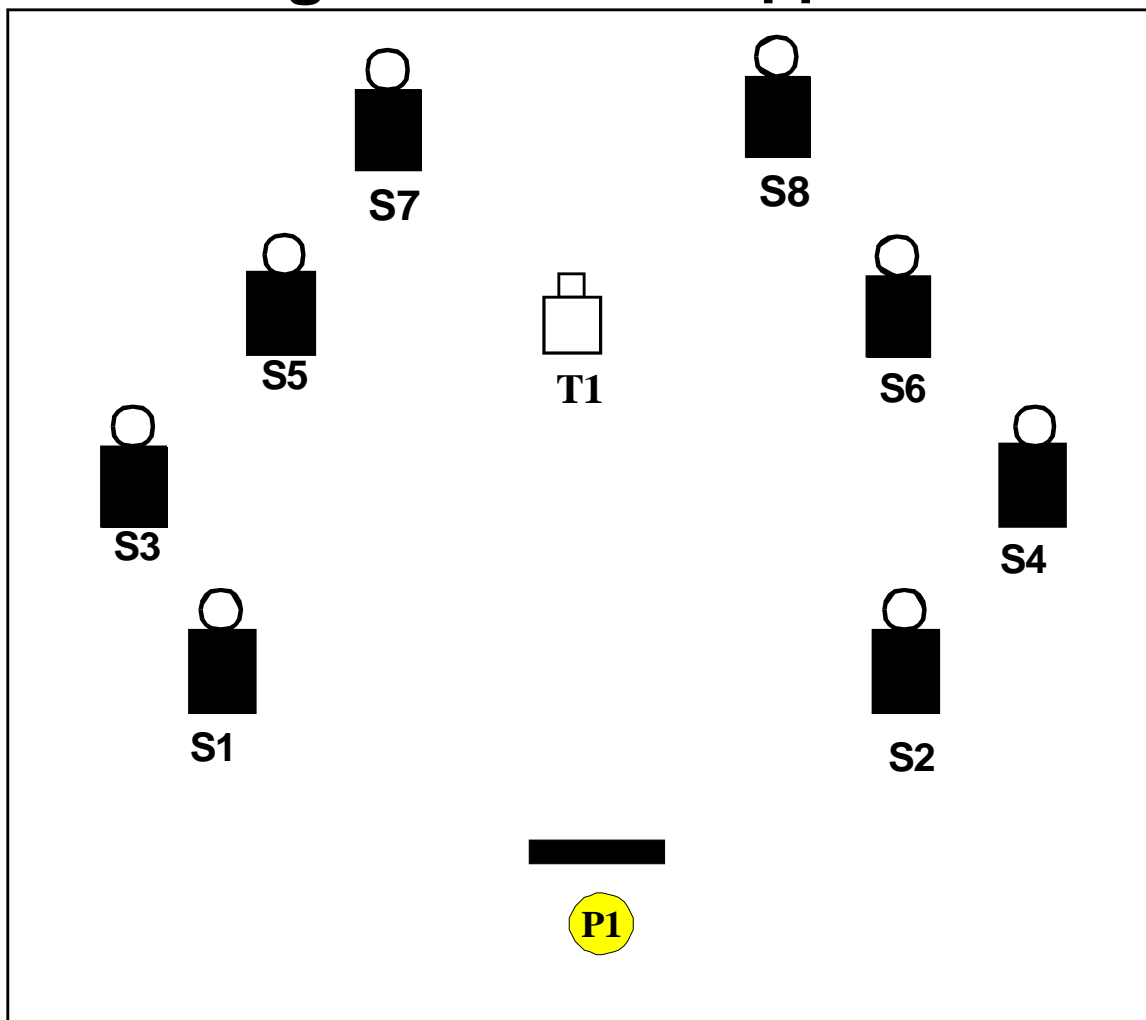
String 2- Exactly the same as String 1 except that shooter is facing the **right** side of bay.

Notes:

1. Use extreme caution when loading gun, **KEEP MUZZLE DOWNRANGE!**
2. Shooter must be seated while shooting, knees will be pointing to the right or left wall during the stage.
3. At all costs, don't shoot your mother!!

Range Masters Fun Shoot

Stage 3 - "Steel Droppers"



Round Count:

String 1 = **5 Minimum**
 String 2 = **5 Minimum**
 (**10 rounds for the stage**)

Vickers Count

(Can make up shots)
Except at T1

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S1, S3, S5 and S7** from the **Left** side of the barricade until knocked over. Then engage **T1** with **1 round only**.
- Reload as necessary.

String 2 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S2, S4, S6 and S8** from the **Right** side of the barricade until knocked over. Then engage **T1** with **1 round only**.
- Reload as necessary.

Notes:

1. Shooter must 'Slice the Pie' while engaging targets.
2. **T1** will be scored at end as 1 target with 2 shots maximum.