

# Range Masters "Fun" Shoot

Results for August 6, 2008

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	String 3	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Webster, Scott	NO	43.84	15	15.36	3.92	2.93	5.01	7	14.45	1.62	8.83	8	14.03	4.30	4.17	2.74	2.82	0
2	Gustaveson, Michael	O	45.32	12	12.55	3.43	3.69	5.43	0	16.47	1.79	8.68	12	16.30	5.65	4.75	2.94	2.96	0
3	Moffat, Joel	NO	48.42	17	13.61	4.11	3.90	4.60	2	18.73	1.69	9.54	15	16.08	4.11	4.01	4.35	3.61	0
4	Spensko, Shane	NO	50.77	25	20.59	3.51	3.92	4.16	18	16.75	2.06	11.19	7	13.43	3.27	4.21	2.95	3.00	0
5	Olson, Landon	NO	51.31	5	11.61	3.58	3.08	4.95	0	15.83	2.44	10.89	5	23.87	4.35	13.93	3.08	2.51	0
6	Pedersen, Riley	NO	53.87	25	14.35	3.59	3.54	4.72	5	23.43	2.12	11.31	20	16.09	3.20	5.31	4.13	3.45	0
7	Thomas, Kevin	NO	54.79	15	18.40	4.10	3.72	5.58	10	15.47	2.17	10.80	5	20.92	9.38	4.22	4.63	2.69	0
8	Spensko, Chance	NO	55.12	39	10.17	2.83	2.85	3.49	2	29.15	1.47	9.18	37	15.80	4.78	5.29	3.00	2.73	0
9	Majers, Steve	O	56.65	33	21.83	4.02	3.77	5.54	17	21.99	2.29	11.70	16	12.83	3.91	3.93	2.69	2.30	0
10	Kemp, Tony	O	59.65	20	23.18	2.93	14.50	3.75	4	21.15	2.25	10.90	16	15.32	6.78	2.81	3.18	2.55	0
11	Davies, Evan	NO	64.32	22	15.03	3.91	4.21	4.91	4	20.38	1.97	9.41	18	28.91	16.89	4.85	4.32	2.85	0
12	Jepperson, Riley	NO	65.26	25	24.72	4.27	9.62	5.83	10	21.00	2.18	11.32	15	19.54	6.97	4.26	5.10	3.21	0
13	Draper, Randy	NO	65.85	26	23.24	3.89	3.49	5.86	20	17.50	2.25	12.25	6	25.11	6.35	8.79	5.70	4.27	0
14	Dockstader, Jeff	NO	66.07	36	23.10	3.21	3.90	5.49	21	21.97	2.46	12.01	15	21.00	9.72	5.15	3.76	2.37	0
15	DeWitt, Derel	NO	66.34	30	18.46	3.94	4.46	9.06	2	24.10	1.73	8.37	28	23.78	7.23	4.24	4.84	7.47	0
16	Limb, Brandon	NO	67.03	20	19.69	4.43	3.29	8.97	6	24.36	2.14	15.22	14	22.98	10.63	6.36	3.53	2.46	0
17	Ursulich, Ryan	NO	68.80	26	20.04	3.92	4.99	7.63	7	22.21	1.98	10.73	19	26.55	12.38	5.38	4.15	4.64	0
18	Phillips, RDan	NO	70.52	30	19.45	9.74	3.54	5.67	1	27.11	2.02	10.59	29	23.96	12.18	4.14	4.76	2.88	0
19	Meservey, Matt	NO	71.94	31	21.68	8.18	4.03	6.97	5	29.81	2.47	14.34	26	20.45	7.39	7.00	3.44	2.62	0
20	Beckes, Ben	NO	72.03	23	23.86	5.42	4.14	6.80	15	17.79	1.79	12.00	8	30.38	8.71	7.70	9.88	4.09	0
21	Stockwell, Pete	NO	75.46	51	38.98	5.29	9.22	6.97	35	20.03	1.99	10.04	16	16.45	6.33	3.08	3.23	3.81	0
22	Redford, "Red" (Rev)	NO	77.79	13	22.92	3.86	10.37	4.69	8	18.69	2.11	14.08	5	36.18	19.96	7.92	4.65	3.65	0
23	Jorgensen, Shawn	NO	80.38	11	21.30	5.96	7.27	7.57	1	25.88	3.53	17.35	10	33.20	12.38	9.25	5.66	5.91	0
24	Ashcraft, Charles	NO	80.95	15	16.17	3.43	4.73	7.01	2	25.76	1.81	17.45	13	39.02	7.91	20.55	6.00	4.56	0
25	Scott, Michael Sr.	NO	80.97	24	15.46	3.79	3.34	5.33	6	27.35	2.13	16.22	18	38.16	23.90	8.14	3.50	2.62	0
26	Waldo, Ralph	NO	81.59	40	30.49	4.04	4.57	6.88	30	17.68	2.26	10.42	10	33.42	21.03	6.03	3.07	3.29	0
27	Mallon, Jim	NO	85.66	26	30.25	6.68	8.24	6.83	17	24.00	2.15	17.35	9	31.41	8.37	12.09	6.15	4.80	0
28	Clark, David	NO	87.57	17	38.47	22.70	4.00	6.27	11	19.52	2.04	14.48	6	29.58	13.41	7.45	4.98	3.74	0
29	Majers, Steve Jr.	O	91.07	36	23.77	6.26	5.21	9.80	5	33.62	2.41	15.71	31	33.68	9.03	15.48	4.19	4.98	0
30	Driscoll, David	NO	91.89	11	14.97	3.95	3.90	6.62	1	16.09	2.12	8.97	10	60.83	16.15	26.17	8.49	10.02	0
31	Ashcraft, Diana	NO	96.26	37	26.12	6.62	5.91	6.09	15	42.35	4.58	26.77	22	27.79	6.84	8.63	7.42	4.90	0
32	Mikkelsen, Mike	NO	105.41	11	14.98	4.23	4.67	5.58	1	32.41	2.71	24.70	10	58.02	47.28	3.73	4.88	2.13	0
33	Jolley, David	NO	106.43	49	34.01	7.73	4.12	7.66	29	32.07	4.01	18.06	20	40.35	18.36	8.78	7.80	5.41	0
34	Price, Mike	NO	120.01	47	52.80	3.98	15.01	26.31	15	34.95	2.94	16.01	32	32.26	12.74	5.62	10.29	3.61	0
35	McGregor, Scott	NO	DNF	DNF	DNF					15.22	2.41	8.31	9	16.47	8.16	3.39	2.62	2.30	0
36	Mathis, David	NO	DNF	DNF	DNF					14.13	2.76	6.37	10	16.65	4.31	5.10	3.76	3.48	0
37	Meservey, Keri	NO	DNF	DNF	39.99	9.92	7.85	7.72	29	58.62	22.12	20.00	33	DNF					

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

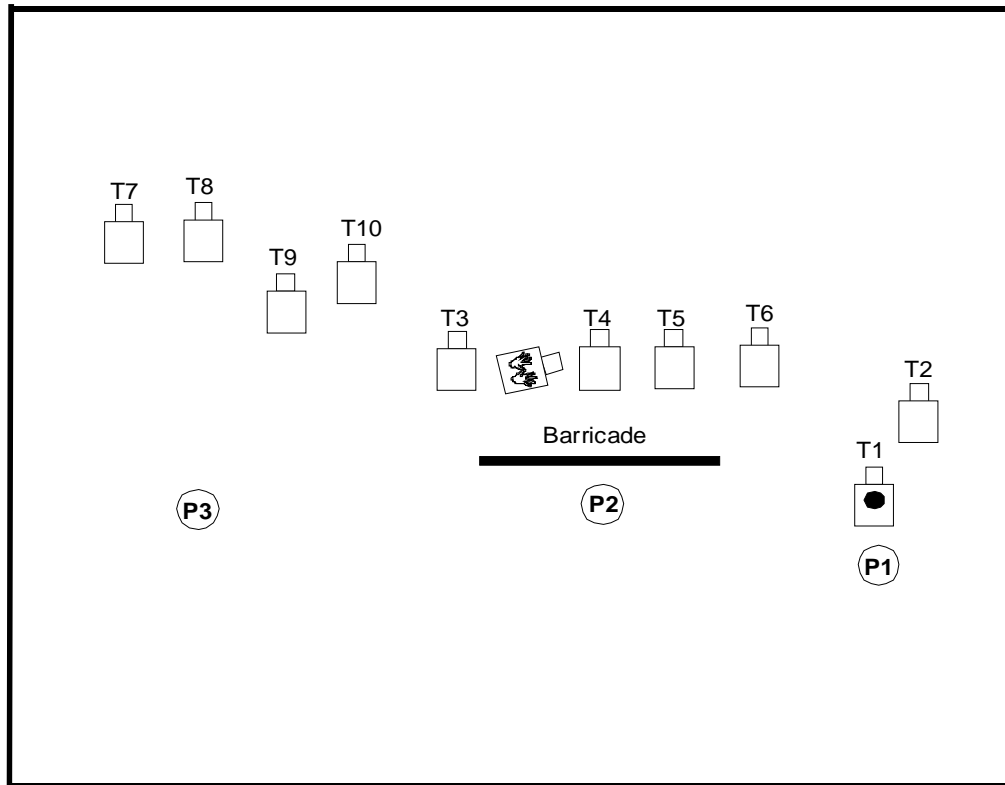
XX Indicates that the Points Down value includes some kind of penalty  
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Movie Night Part 1”



### Round Count:

String 1 = 5 Maximum  
 String 2 = 8 Maximum  
 String 3 = 5 Maximum  
 (18 rounds for the stage)

### Limited Vickers Count

(See String descriptions)

### String 1 - Shot FROM CONCEALMENT, hands in surrender position.

Shooter starts at **P1** with gun fully loaded and holstered.

- At the sound of the buzzer, draw and engage **T1** with **2 shots from retention**, then engage **T2** with **2 shots to the torso, 1 shot to the head**.
- **Limited Vickers Scoring - Cannot** make up shots.

### String 2 - Gun at the Low Ready, full magazine inserted, round not chambered.

- From **P2**, at the sound of the buzzer, chamber a round and engage **T3 - T6**. Targets will be scored based on **Target Neutralization** (See **Note 1**).

### String 3 -

Shooter starts at **P1** with gun fully loaded and holstered.

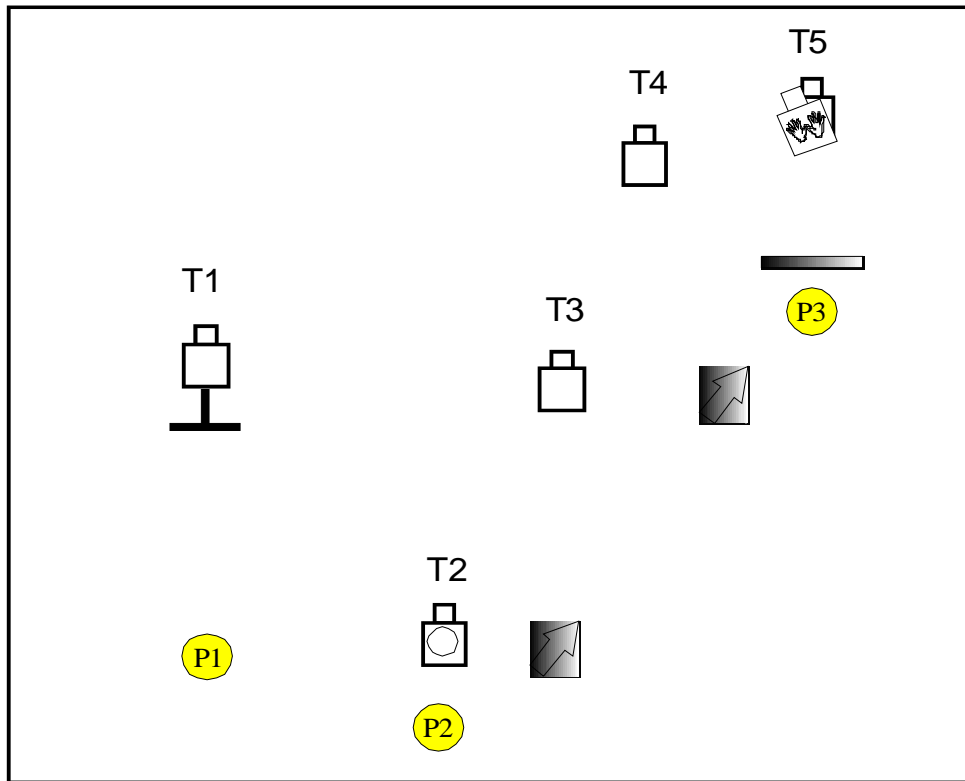
- At the sound of the buzzer, draw and engage **T7 - T10 Stong Hand Only**.
- **Shooter has 4 targets with a maximum of 5 shots** allowing one additional shot to one of the targets, if desired.

### Notes:

1. **Target Neutralization** is one “- 0” or “- 1” hit, or two hits anywhere else.

# Range Masters “Fun” Shoot

## Stage 2 - “Movie Night Part 2”



**Round Count: 13 Max.**

String 1 = 2

String 2 = 11

**Limited Vickers Count**

**(Cannot make up shots.)**

### String 1 -

Start at **P1** with weapon **fully loaded** and **holstered** with thier **back to the target**.

- At the sound of the buzzer, swinger will be activated.
- Turn, draw, and engage **T1** with **2 shots** from retention.
- At the direction of the SO, perform a tactical reload and holster weapon.

### String 2 -

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

- At the sound of the buzzer, draw and engage target **T2** with **2 rounds from Retention**.
- **While MOVING** to **P3**, engage targets **T3** and **T4** with **2 rounds to the Torso** and **1 to the Head**.
- At **P3** and using cover properly, engage target **T5** with **3 rounds to the Head**.
- Perform another tactical reload, then at the direction of SO, unload and show clear.

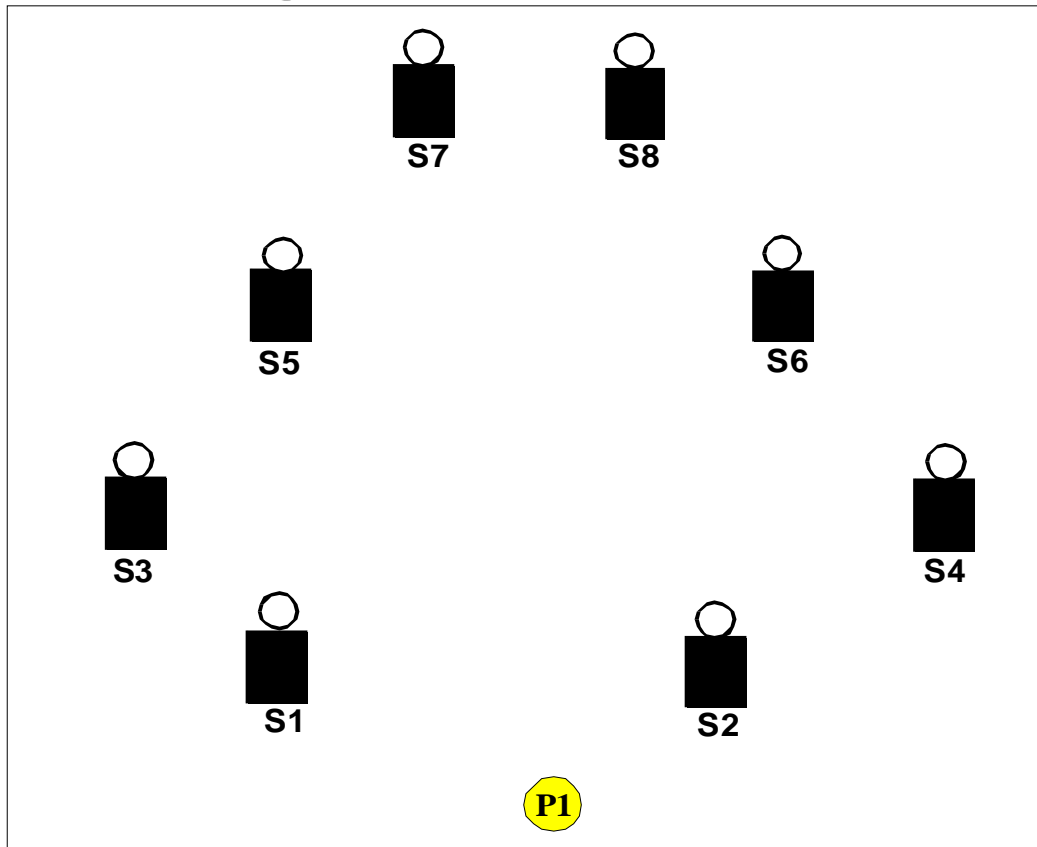
### Notes:

1. Tactical reloads are for practice and are not timed.
2. All hits, misses and extra shots are scored!!

COF Designed by Shane Spensko

# Range Masters “Fun” Shoot

## Stage 3 - “Take 2 Times 4”



### Round Count:

String 1 = 2 Minimum  
String 2 = 2 Minimum  
String 3 = 2 Minimum  
String 4 = 2 Minimum  
(8 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 **S7 & S8** until knocked over.

### String 2 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S5 & S6** until knocked over.

### String 3 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S3 & S4** until knocked over.

### String 4-

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S1 & S2** until knocked over.

### Notes:

1. Reload as necessary.
2. Plates knocked down out of order will be reset.
3. After each string, weapon can be reloaded and will be reholstered.