

# Range Masters "Fun" Shoot

Results for May 18, 2010

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	90.99	10	32.13	29.13	6	32.23	14.01	16.22	4	26.63	16.92	9.71	0
2	DeLeeuw, Dave	O	93.35	14	33.49	28.99	9	32.39	13.23	16.66	5	27.47	15.20	12.27	0
3	Peterson, Andy (2)	NO	102.12	30	35.08	26.08	18	37.70	17.81	16.89	6	29.34	11.27	15.07	6
4	Peterson, Andy (1)	NO	103.37	17	32.52	27.02	11	41.07	17.35	20.72	6	29.78	13.23	16.55	0
5	Rodriquez, Mike	NO	104.39	18	40.72	35.22	11	37.40	16.14	17.76	7	26.27	10.22	16.05	0
6	Price, Mike	NO	111.18	44	32.86	24.86	16	44.89	14.56	16.33	28	33.43	15.92	17.51	0
7	McGregor, Scott	NO	122.93	43	40.86	31.36	19	47.76	15.57	20.19	24	34.31	18.82	15.49	0
8	Rees, Jerry	NO	126.61	42	41.63	35.63	12	48.47	17.85	18.62	24	36.51	12.87	20.64	6
9	Phillips, RDan	NO	129.16	51	56.30	34.30	44	44.80	18.02	23.28	7	28.06	13.43	14.63	0
10	Gonzalez, Francisco	NO	131.58	29	56.66	45.66	22	41.00	21.23	16.27	7	33.92	13.90	20.02	0
11	Holladay, Jason	NO	143.18	34	43.79	29.29	29	54.70	27.96	24.24	5	44.69	27.85	16.84	0
12	Clark, David	NO	148.70	34	47.88	39.38	17	46.26	19.86	20.90	11	54.56	24.13	27.43	6
13	Roach, Dan	NO	160.75	76	52.12	29.62	45	66.31	23.24	27.57	31	42.32	16.10	26.22	0
14	Scott, Michael Sr.	NO	170.52	61	53.90	29.90	48	52.08	17.27	28.31	13	64.54	21.37	43.17	0
15	Sorenson, Sam	NO	178.45	101	49.31	24.31	50	62.90	15.58	26.82	41	66.24	39.54	21.70	10
16	Crowe, Steve	NO	197.89	60	52.06	34.56	35	67.54	27.70	27.34	25	78.29	45.89	32.40	0
17	Harding, Harrison	NO	198.40	104	59.90	36.90	46	73.60	19.51	25.09	58	64.90	16.24	48.66	0
18	Laney, Brian	NO	198.91	41	55.35	45.85	19	55.53	23.04	21.49	22	88.03	39.15	48.88	0
19	Murray, Mark	NO	208.56	74	58.59	45.09	27	46.44	19.54	18.40	17	103.53	46.68	41.85	30
20	Lamb, Jared	NO	208.95	71	50.86	29.36	43	65.38	28.30	23.08	28	92.71	37.62	55.09	0
21	Lamb, Dana	NO	388.35	142	93.72	68.22	51	67.34	23.54	23.30	41	227.29	111.43	90.86	50

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

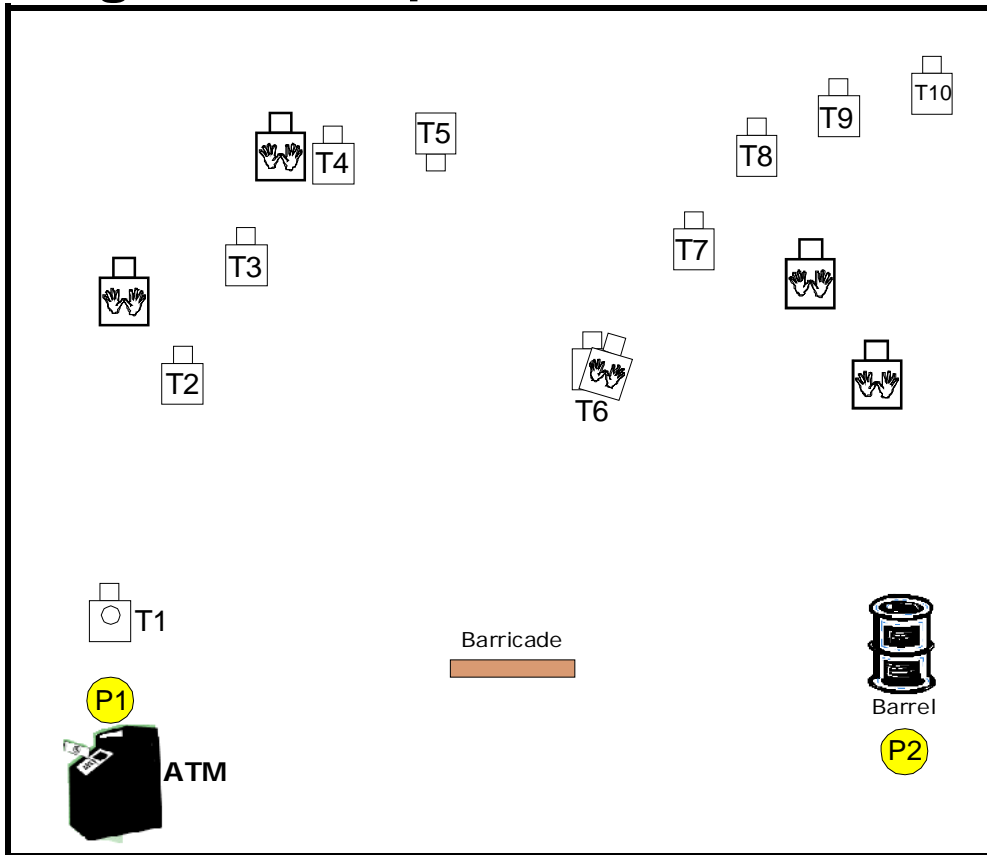
XX Indicates that the Points Down value includes some kind of penalty  
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Keep Them Tootsies Rollin”



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

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

### String 1 -

Shooter starts fully loaded at **P1** with **their back to the targets** and **both hands on the ATM**. **All targets get 2 shots to the BODY (TORSO and/or HEAD)**.

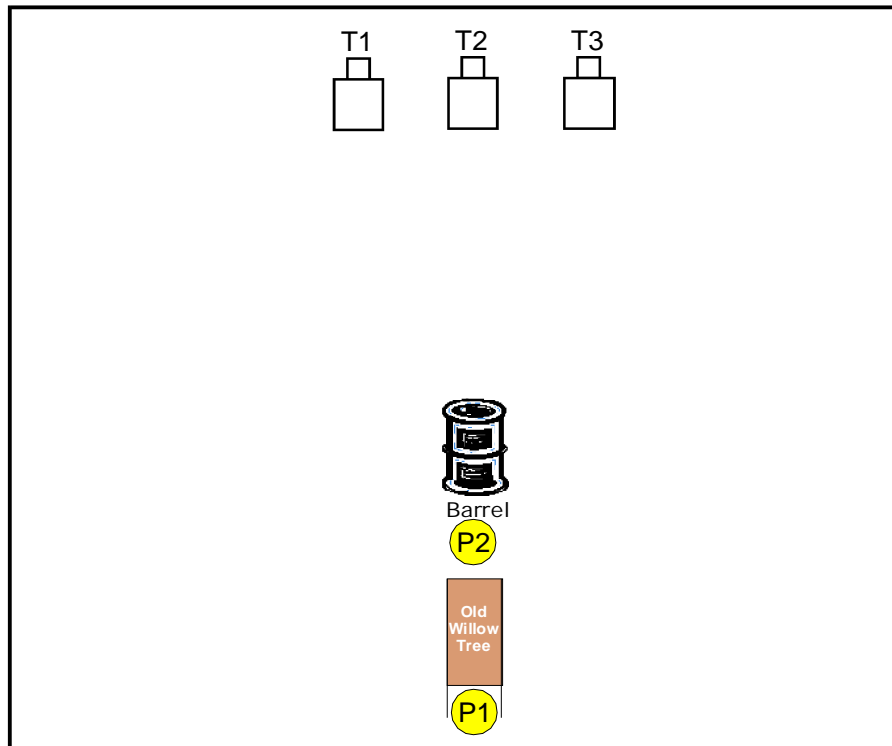
- At the sound of the buzzer, **turn, draw** and **engage T1** with **2 rounds From Retention**.
- Then, **while moving to P2**, engage **T2 thru T10**.
- Reload as necessary, but **shooter must perform at least 1 reload during the String**.

### Notes:

1. All shots must be made on the move or while properly using cover.
2. If the shooter reaches the barrel before engaging all targets, they must kneel behind the barrel for any remaining shots.
3. Procedurals will be given for dropped magazines that still have ammo in them.

# Range Masters “Fun” Shoot

## Stage 2 - “Fire Fight at the Old Willow”



### Round Count:

String 1 = **12 MAXIMUM**

String 2 = **9 MAXIMUM**

Stage Total = **21 MAXIMUM**

### LIMITED Vickers Count

(Cannot make up shots.)

While you are in the backyard with your family, perps attack you. Telling the family to run, you take a stand behind the old Willow tree drawing their fire.

### String 1 -

Shooter starts **fully loaded** at **P1**. All shots on **String 1** are to **TORSO ONLY**.

- At the sound of the buzzer, **draw** and, **while properly using cover, engage** targets **T1** thru **T3** with **2 rounds from the RIGHT Side of the barricade** and then **perform a Reload with Retention**.
- **Then, from the LEFT Side of the barricade, engage all targets with 2 more rounds.**
- Reload as necessary.

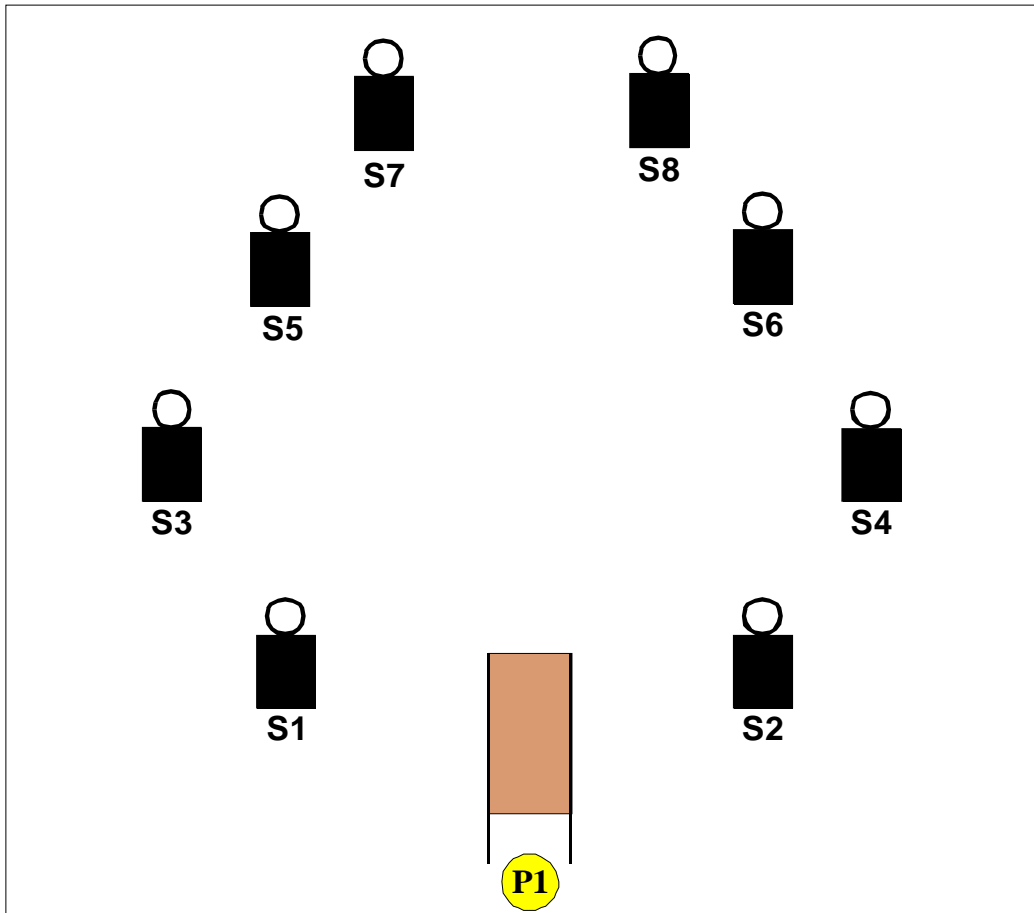
### String 2 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw, **move to cover at P2** and **while properly using cover from either side of the barrel, engage T1 thru T3 with 2 rounds to the TORSO ONLY**.
- Perform a **Reload with Retention, switch sides of the barrel and re-engage T1 thru T3 with 1 HEAD SHOT each**.
- Reload as necessary.

# Range Masters “Fun” Shoot

## Stage 3 - “8 Going Down - Twice”



### 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 fully loaded at **P1**.

- At the sound of the buzzer, draw and knock down **all plates using a FRONT to BACK order and either or both sides of the barricade.**
- Reload as necessary.

### String 2 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and knock down **all plates using a BACK to FRONT order and either or both sides of the barricade.**
- Reload as necessary.

### Notes:

1. A solid hit on any of the plates will count as a knock down.
2. Any plate not knocked down will count as a 5-second penalty.