

Range Masters "Fun" Shoot

Results for September 2, 2009

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	PD
1	Spensko, Shane	NO	57.36	15	25.63	21.13	9	18.60	15.60	6	13.13	5.38	5.04	2.71	0
2	Olson, Landon	NO	58.50	7	25.84	23.34	5	16.12	15.12	2	16.54	6.78	6.63	3.13	0
3	Wakamatsu, Josh	NO	58.57	10	26.97	22.47	9	14.81	14.31	1	16.79	10.52	3.84	2.43	0
4	Kemp, Tony	O	60.89	19	25.46	21.96	7	20.80	14.80	12	14.63	7.51	4.45	2.67	0
5	Majers, Steve	O	62.22	25	29.23	22.23	14	20.64	15.14	11	12.35	4.67	4.95	2.73	0
6	Mathis, David	NO	62.56	30	25.30	19.80	11	21.78	12.28	19	15.48	4.30	5.91	5.27	0
7	Majers, Steve Jr.	O	73.75	19	32.16	26.66	11	23.89	19.89	8	17.70	6.18	8.51	3.01	0
8	Scott, Michael Sr.	NO	77.42	47	43.17	22.17	42	18.88	16.38	5	15.37	6.93	5.43	3.01	0
9	Duncan, Dave	NO	77.58	22	33.91	29.41	9	26.48	19.98	13	17.19	5.89	6.07	5.23	0
10	Price, Mike	NO	82.58	49	45.20	22.20	46	18.95	17.45	3	18.43	6.74	6.84	4.85	0
11	Phillips, RDan	NO	83.50	36	46.75	30.75	32	21.25	19.25	4	15.50	5.17	5.75	4.58	0
12	Sorenson, Sam	NO	83.71	29	39.07	25.57	27	19.49	18.49	2	25.15	7.67	10.40	7.08	0
13	Bryant, Paul	NO	85.61	31	43.32	27.82	31	25.34	25.34	0	16.95	6.12	4.80	6.03	0
14	Rees, Jerry	NO	94.79	70	38.29	19.79	37	35.32	21.82	27	21.18	7.07	8.89	2.22	6
15	Van Ausdal, BJ	NO	102.02	38	38.32	25.82	25	30.01	23.51	13	33.69	12.31	13.53	7.85	0
16	Baird, Skyler	NO	118.95	65	46.99	22.99	48	34.78	26.28	17	37.18	13.52	11.13	12.53	0
17	Mallon, Jim	NO	126.57	60	54.96	35.46	39	30.16	19.66	21	41.45	25.86	11.04	4.55	0
18	Van Ausdal, Brian	NO	131.70	48	58.36	39.86	37	27.52	22.02	11	45.82	10.51	23.45	11.86	0
19	Hill, Randy	NO	146.83	100	49.96	30.96	38	33.69	17.69	32	63.18	6.52	33.27	8.39	30
20	Thomas, Kevin	NO	147.36	24	44.61	34.11	21	40.66	39.16	3	62.09	35.09	23.28	3.72	0
21	Draper, Randy	NO	178.75	47	57.53	45.53	24	44.71	33.21	23	76.51	21.39	50.14	4.98	0
22	DeLeeuw, Dave	NO	281.14	143	82.16	37.16	90	58.63	32.13	53	140.35	53.02	62.01	25.32	0

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

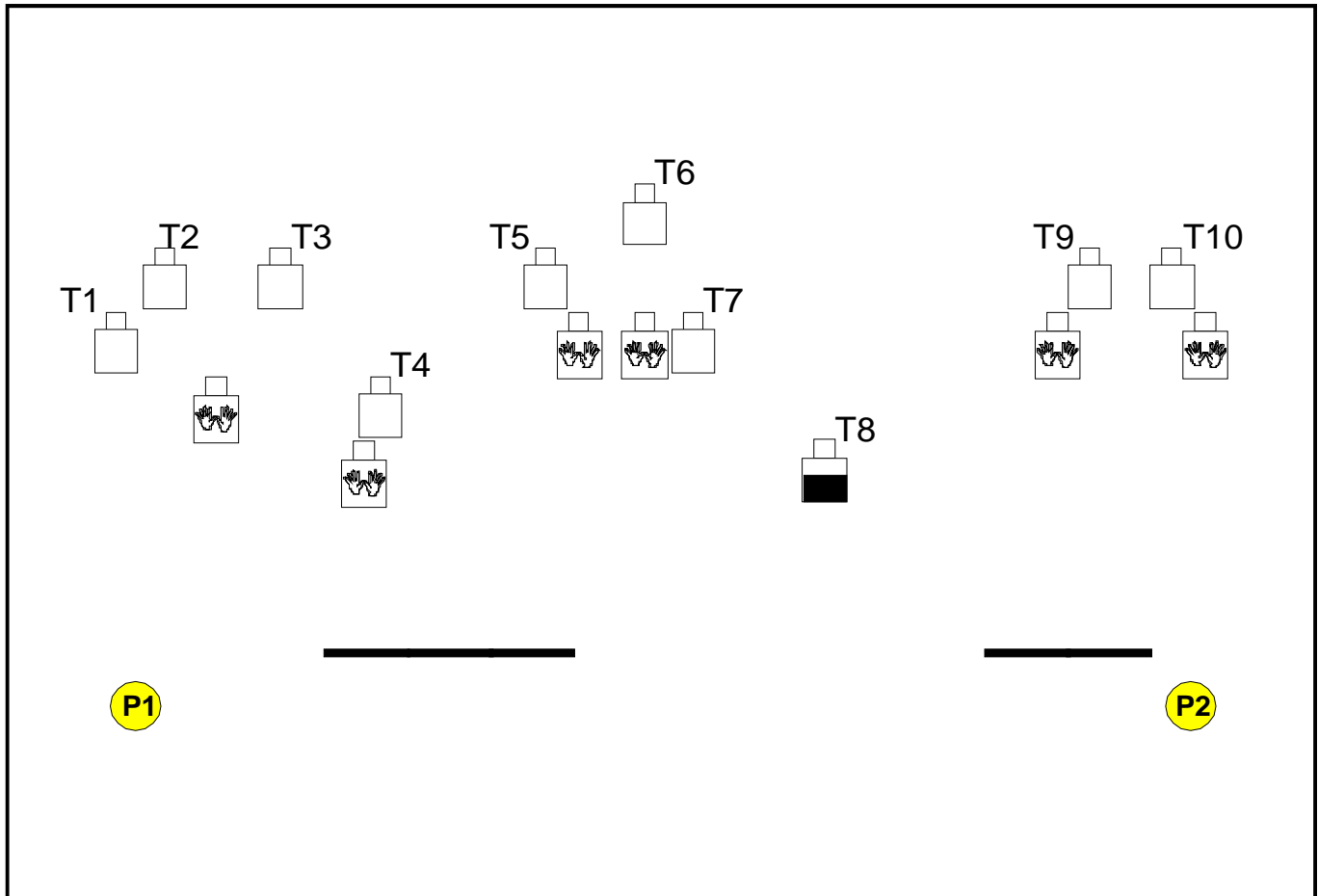
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Moving”



Round Count:
String 1 = **20 Minimum**
(**20** rounds for the stage)

Vickers Count
(Can make up shots.)

String 1:

Start at **P1** with firearm fully loaded.

- At buzzer, draw and engage **T1 - T10** with **2 rounds each (torso or head) while moving to P2**.
- Reload as necessary but **one reload is mandatory**.

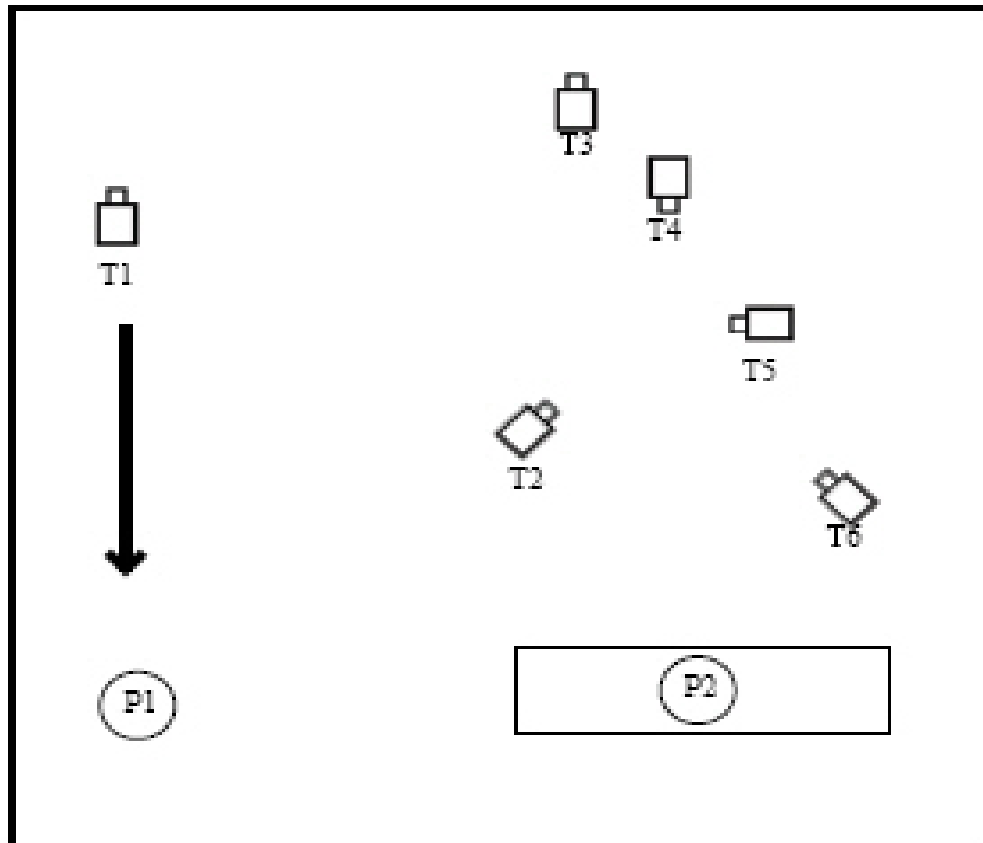
Note:

- Shooter **must shoot on the move, but DO NOT shoot T9 or T10 until you reach P2**.

COF Designed by Michael Scott

Range Masters “Fun” Shoot

Stage 2 -



Round Count:
String 1 = 13 maximum

Limited Vickers Count
(Can not make up shots)

String 1 -

-Shooter starts at P1 fully loaded with back to targets. At the sound of the buzzer, turn, draw and engage T1 with exactly three rounds before it reaches the flag. (Must fire three rounds and only three rounds). Best two rounds will be scored. Target must be neutralized. Procedurals will be given for shots fired after the target reaches the flag, for firing too many rounds, or too few rounds.

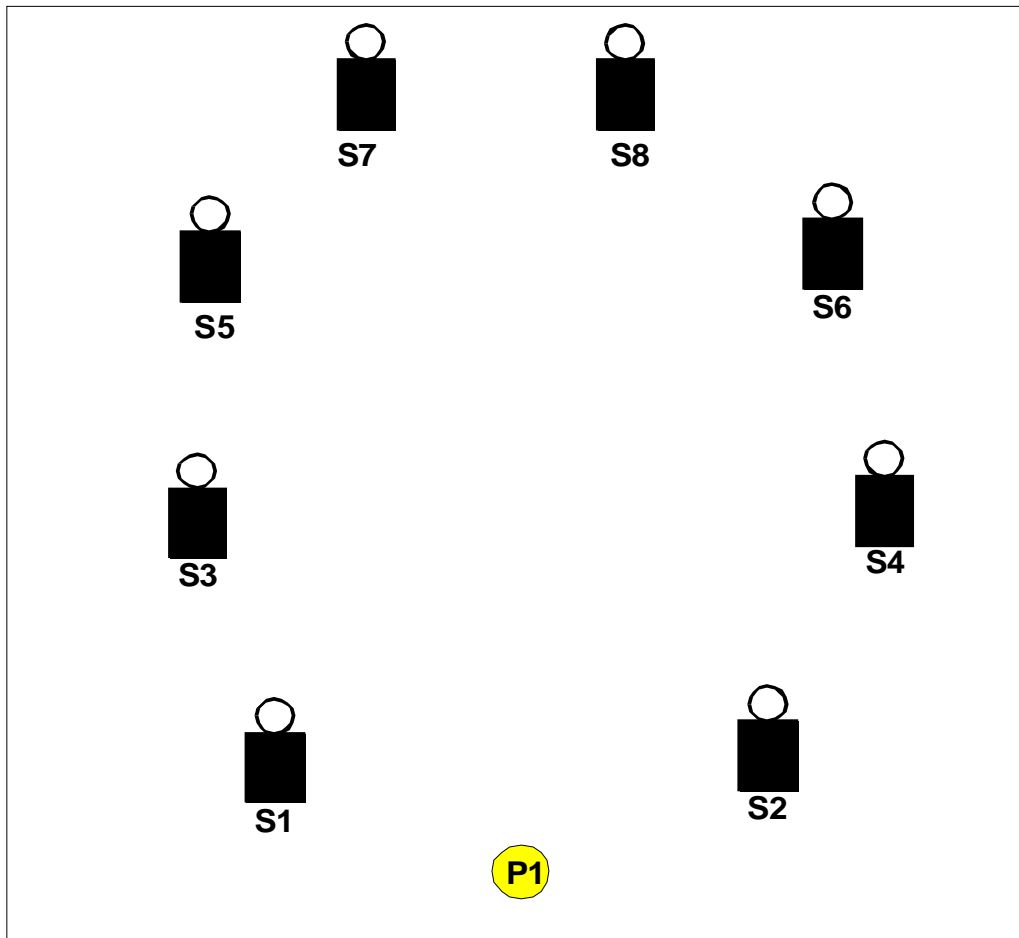
-Reload, move to P2 and engage T2-T6 with two rounds each in tactical priority.

NOTE:

- A procedural will be assessed for every shot striking a wall.
- Intentionally shooting a target across the bay and striking the wall will result in a disqualification.

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Stage 3 - “762-851-??”



Round Count:
8 Rounds Min.

Vickers Count
(Can make up shots)

String 1 -

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

- At the sound of the buzzer, draw and engage **S7, S6, S2** (in that order) until those plates are knocked down.
- Holster firearm with remaining rounds.

String 2 -

Shooter starts at **P1** with **whatever rounds were left in the gun from String 1**.

- At the sound of the buzzer, draw and engage **S8, S5, S1** (in that order) until those plates are knocked down.
- Holster firearm with remaining rounds.

String 3 -

Shooter starts at **P1** with **whatever rounds that were left from String 2**.

- At the sound of the buzzer, draw and engage **S3, S4 in any order** until those plates are knocked down.

Notes -

1. Reload as necessary **during string only!!**
2. No matter what happens...**Have Fun!!**