

Range Masters "Fun" Shoot

Results for June 3, 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	PD
1	Olson, Landon	O	76.04	12	22.04	21.04	2	17.47	17.47	0	36.53	13.19	18.34	10
2	Majers, Steve	O	86.72	15	24.72	23.72	2	36.36	29.86	13	25.64	11.84	13.80	0
3	Moffat, Joel	NO	98.53	22	29.71	22.21	15	26.70	23.20	7	42.12	24.16	17.96	0
4	Mathis, David	NO	100.50	27	36.45	29.45	14	22.34	20.84	3	41.71	19.85	16.86	10
5	DeLeeuw, Dave	O	106.87	30	35.33	26.33	18	29.89	23.89	12	41.65	21.11	20.54	0
6	Spensko, Shane	NO	108.62	32	30.19	25.69	9	36.79	25.29	23	41.64	18.03	23.61	0
7	Clark, David	NO	111.22	13	28.11	27.11	2	32.79	27.29	11	50.32	29.03	21.29	0
8	Rodriquez, Mike	O	111.47	21	35.40	29.90	11	41.88	36.88	10	34.19	13.62	20.57	0
9	Kemp, Tony	NO	113.62	36	37.55	34.05	7	30.64	21.14	19	45.43	21.19	19.24	10
10	Rees, Jerry	NO	114.28	40	36.23	27.23	18	34.26	28.26	12	43.79	21.56	17.23	10
11	Sorenson, Sam	NO	128.32	53	33.37	27.87	11	39.03	28.03	22	55.92	23.83	22.09	20
12	Price, Mike	NO	132.72	40	40.07	30.07	20	28.10	28.10	0	64.55	23.71	30.84	20
13	Phillips, RDan	NO	132.85	58	38.59	29.59	18	36.39	21.39	30	57.87	27.86	25.01	10
14	Majers, Steve Jr.	O	132.90	73	52.68	27.68	50	36.32	29.82	13	43.90	17.74	21.16	10
15	Limb, Brandon	NO	136.17	35	32.80	24.30	17	38.58	34.58	8	64.79	13.70	46.09	10
16	Jones, Matt	NO	136.78	65	42.96	27.96	30	35.21	25.71	19	58.61	24.25	26.36	16
17	Scott, Michael Sr.	NO	141.75	83	36.08	29.58	13	42.16	17.16	50	63.51	31.20	22.31	20
18	Redford, "Red" (Rev)	NO	151.71	11	47.91	47.41	1	47.46	42.46	10	56.34	28.73	27.61	0
19	Beckes, Ben	NO	153.29	46	36.46	27.96	17	62.69	54.19	17	54.14	26.79	21.35	12
20	Boyce, Jacob	NO	184.64	89	36.54	28.04	17	39.81	28.81	22	108.29	66.96	16.33	50
21	Waldo, Ralph	NO	185.16	52	33.69	28.69	10	58.02	42.02	32	93.45	44.79	43.66	10
22	Carroll, Chris	NO	186.69	70	53.12	36.12	34	65.04	57.04	16	68.53	32.96	25.57	20
23	Kemp, Tony (Rev)	NO	190.48	57	49.38	40.38	18	42.22	32.72	19	98.88	45.72	43.16	20
24	Van Ausdal, Brian	NO	196.85	49	51.71	42.21	19	51.24	36.24	30	93.90	32.50	61.40	0
25	Boyce, Steven	NO	226.05	99	46.58	29.58	34	50.86	33.36	35	128.61	83.97	29.64	30
26	Nichols, Jeff	NO	226.26	67	40.26	29.76	21	54.78	36.78	36	131.22	69.47	56.75	10
27	Hines, Tyler	NO	228.00	102	47.45	35.95	23	63.16	33.66	59	117.39	44.12	63.27	20
28	Beckes, Tiauna	NO	229.11	38	49.53	38.53	22	69.29	66.29	6	110.29	39.69	65.60	10
29	Lamb, Jared	NO	234.92	111	43.84	29.34	29	55.77	34.77	42	135.31	82.63	32.68	40
30	Murray, Mark	NO	255.02	84	64.99	57.49	15	84.03	59.53	49	106.00	56.02	39.98	20

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

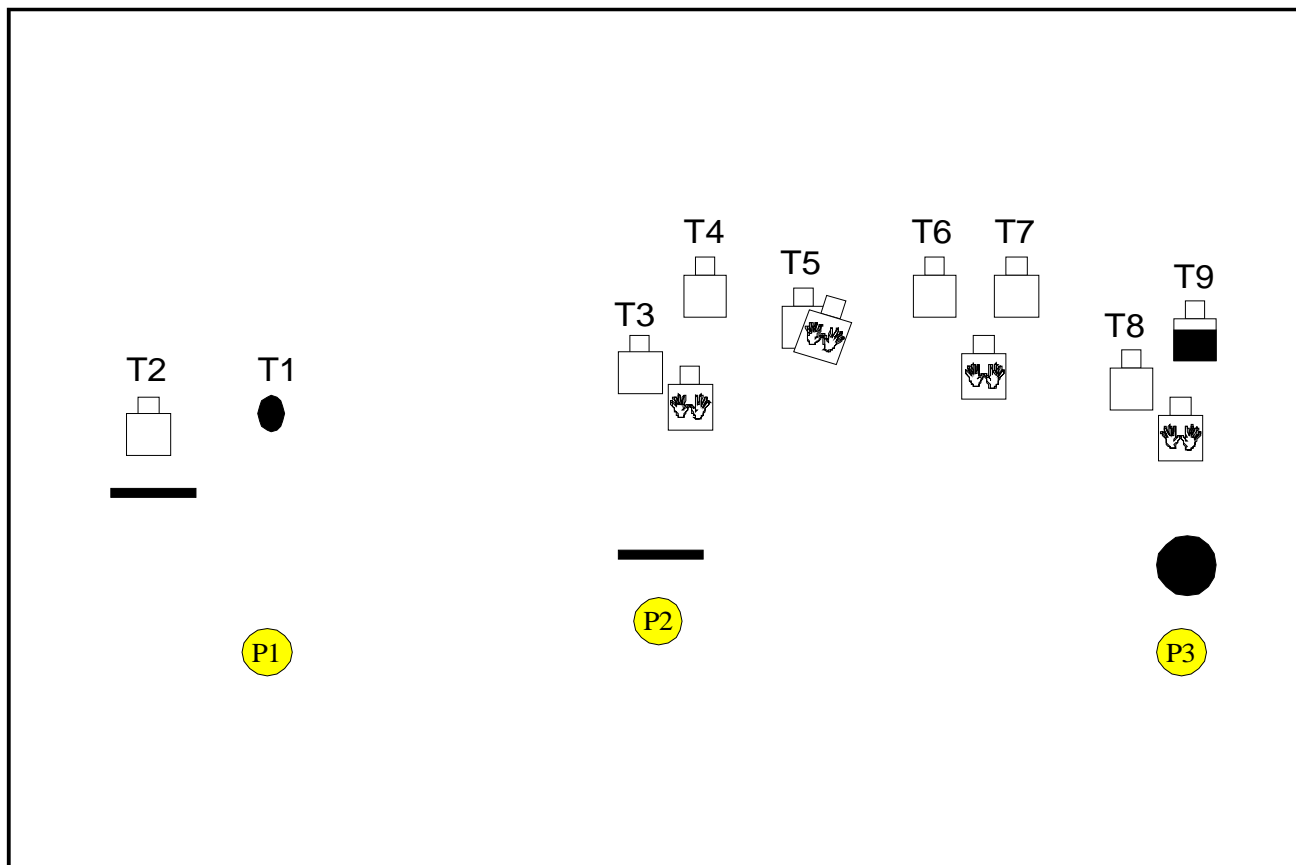
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Sliding Home”



Round Count:

String 1 = 17 minimum
(17 rounds for the stage)

Vickers Count

(Can make up shots.)

String 1:

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

- At the sound of the buzzer, draw and engage **T1** until hit (this will trigger **T2**), then engage **T2** with **2 rounds**.
- Move to **P2** and engage **T3 - T5** with **2 rounds each from cover**, then **perform a Reload with Retention**.
- **While moving to P3**, engage **T6** and **T7** with **2 rounds each**.
- **From behind cover at P3**, engage **T8** and **T9** with **2 rounds each**.
- Reload as necessary after **P2**.

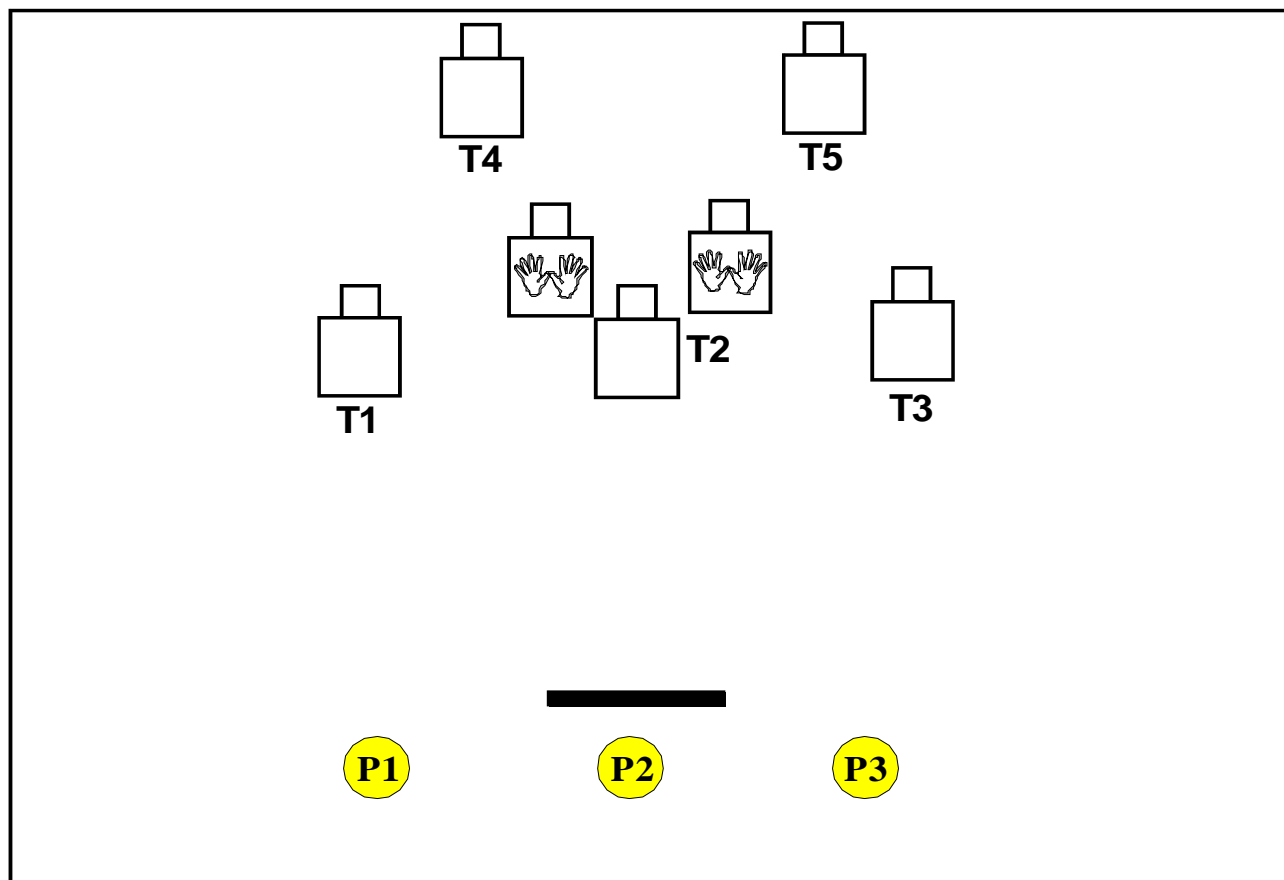
Note:

1. Shooter **must shoot T6 & T7 on the move**, but **DO NOT shoot T8 or T9 until you reach P3**.

COF Designed by Michael Scott

Range Masters “Fun” Shoot

Stage 2 - “1, 2, 3 - Can You Hit the T?”



Round Count:
String 1 = 16 Maximum

Limited Vickers Count
(Cannot make up shots)

String 1 -

Shooter starts **fully loaded** at **P1** with **Back to Targets**.

- At the buzzer, **turn, then draw** and engage **T1** with **1 round**, **T2** with **2 rounds** and **T3** with **3 rounds**.
- Move to **P2** and with **proper use of cover**, engage **T4** and **T5** with **2 rounds** each to the **HEAD ONLY**. (See Note 1.)
- Move to **P3** and engage **T3** with **1 round**, **T2** with **2 rounds** and **T1** with **3 rounds**.

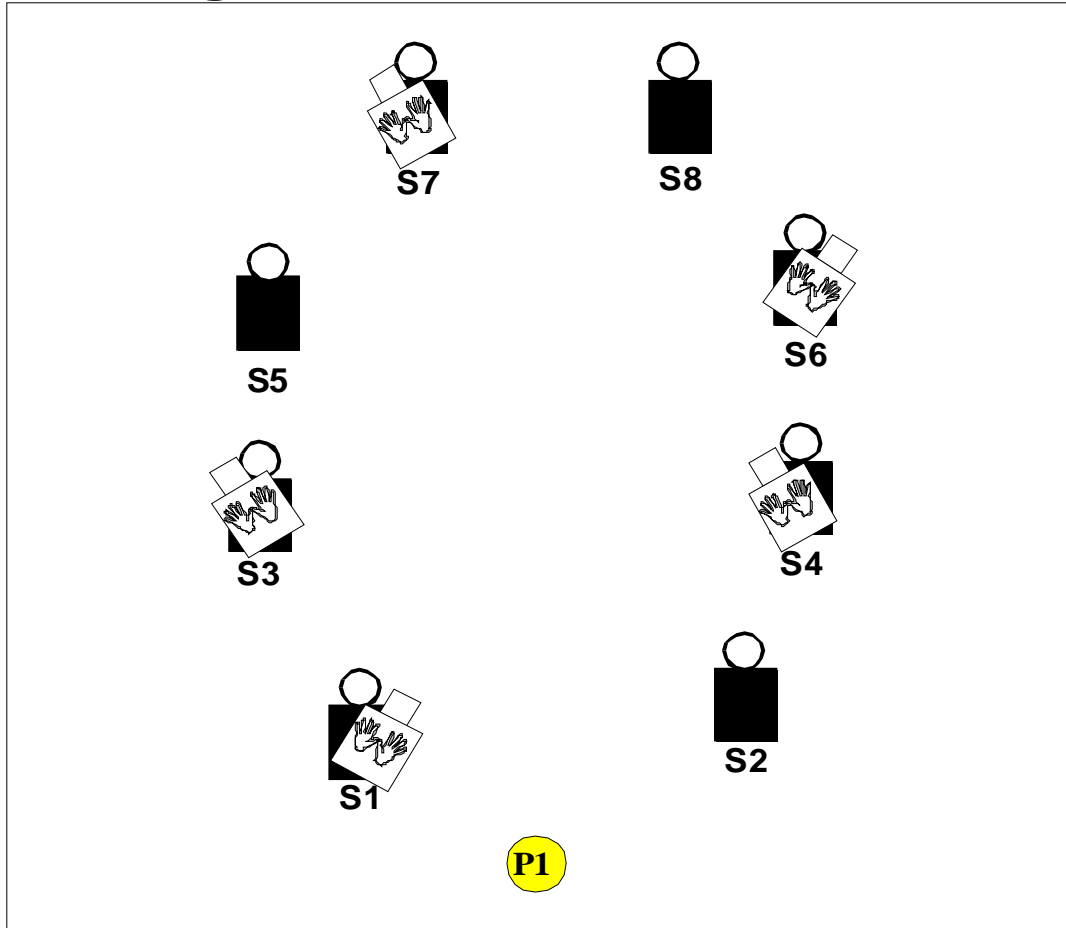
Notes:

1. Shooter **MUST PERFORM A RELOAD AT P2!**
2. A Procedural Penalty will be assessed for every shot striking a wall.
3. Intentionally shooting a target across the bay and striking the wall will result in a **disqualification!**

COF Designed by Landon Olson

Range Masters “Fun” Shoot

Stage 3 - “Stupid Non-Threats”



Round Count:

String 1 = 8 rds Min.

String 2 = 8 rds Min.

Vickers Count
(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S1 thru S8** in a **Clockwise** order.
- Reload as necessary, but do not reload after completing the string.

String 2-

Shooter starts at **P1** with **what is left in the gun from String 1**.

- At the sound the the buzzer, draw and engage **S1 thru S8** in a **Counter Clockwise** order.
- Reload as necessary

Notes -

1. A solid hit on any of the plates will count as a hit.
2. A hit to a non-threat will count as a 5-second penalty.