

Range Masters "Fun" Shoot

Results for September 7, 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	69.16	0	28.64	28.64		16.51	9.13	7.38		24.01	9.96	14.05	
2	Collins, Ken	O	87.89	8	34.74	33.74	2	22.79	11.00	8.79	6	30.36	15.89	14.47	
3	Reese, Howard	O	94.17	24	40.67	32.67	16	28.71	12.64	12.07	8	24.79	12.59	12.20	
4	Nash, Mike	NO	110.09	48	42.04	30.54	23	34.20	12.85	8.85	25	33.85	17.92	15.93	
5	Phillips, R Dan	NO	119.52	35	50.04	36.04	28	33.77	17.27	13.00	7	35.71	13.75	21.96	
6	Shirley, Samuel	NO	119.64	44	45.52	31.52	28	27.90	10.98	8.92	16	46.22	17.33	28.89	
7	Redford, "Red" (Rev) 2	NO	127.59	16	55.91	48.91	14	28.38	14.97	12.41	2	43.30	24.06	19.24	
8	Redford, "Red" (Rev) 1	NO	138.32	14	58.01	52.01	12	28.12	13.19	13.93	2	52.19	26.33	25.86	
9	Clark, David G.	NO	138.71	11	56.73	52.73	8	33.11	17.04	14.57	3	48.87	29.26	19.61	
10	Laney, Brian	NO	149.52	89	59.02	41.52	35	56.19	14.85	14.34	54	34.31	15.62	18.69	
11	Woodruff, Weston	NO	159.13	81	61.31	38.81	45	41.90	11.98	11.92	36	55.92	30.16	25.76	
12	Scott, Alan (Rev)	O	167.95	45	64.80	52.30	25	25.80	12.92	12.88		77.35	32.54	34.81	20
13	Jepperson, Riley	NO	172.57	149	54.17	31.17	46	58.57	2.94	4.13	103	59.83	30.02	29.81	
14	Laney, Patrick	NO	179.84	61	63.56	41.56	44	45.17	19.40	17.27	17	71.11	41.96	29.15	
15	Butzin, Joel	NO	298.94	127	78.51	53.01	51	72.66	33.59	16.07	46	147.77	69.87	62.90	30
16	Albertson, Trevor (Rev)	NO	449.01	122	129.01	91.51	75	62.04	35.44	23.10	7	257.96	141.88	96.08	40
17	Scott, Michael	NO	DNF	DNF	49.61	40.11	19	30.42	11.44	9.98	18	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.)

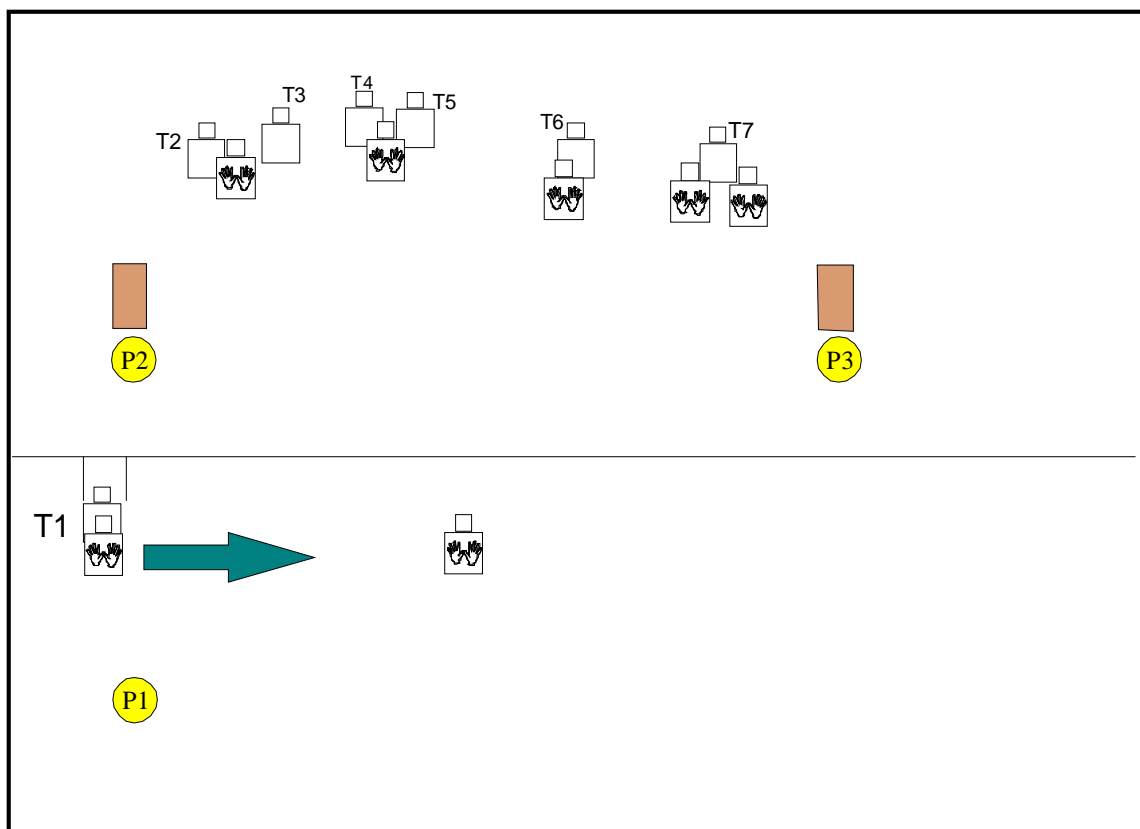
DNF = Did Not Finish

NS = No Score

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “Watch the Crowd”



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

Vickers Count
(Can make up shots.)

String 1:

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

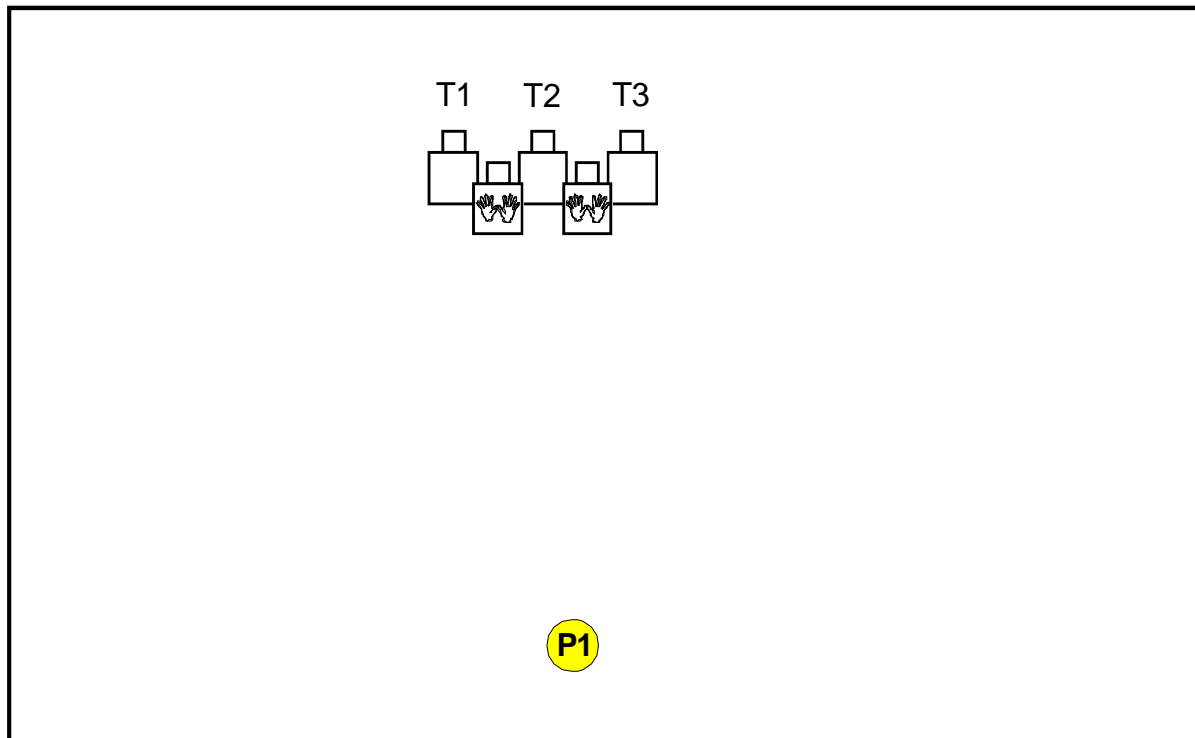
- At buzzer, draw and engage **T1** with **2 rounds while it is moving**.
- Move to **P2**, and engage **T2 - T3** with **3 rounds each** while maintaining **proper use of cover**. (See **Note #2**)
- **While moving to P3**, engage **T4, T5, T6** with **3 rounds each**.
- From **P3**, again using cover, engage **T7** with **3 rounds**.
- Reload as necessary.

Note:

1. **T1** will be **activated at the buzzer** and **requires 2 rounds** but **may be either torso or head**.
2. **T2 - T7** require **3 rounds each** - **2 torso** and **1 head**.
3. Shooter **must shoot on the move** between **P2** and **P3**.
4. **Do not shoot T7 until you reach cover at P3**.

Range Masters “Fun” Shoot

Stage 2 - “Around and Around We Go”



Round Count:
String 1 = 12 Max
String 2 = 6 Max
Stage = **18 Max**

Limited Vickers Count
(Can NOT make up shots)

String 1 -

Shooter starts **standing in the box** at **P1** with **back to targets** and pistol loaded and holstered.

- At the sound of the buzzer, turn and engage **T1-T3** each with **2 rounds** to the **TORSO**. Perform a reload and reengage **T1-T3** each with **2 rounds** to the **TORSO**.

String 2 -

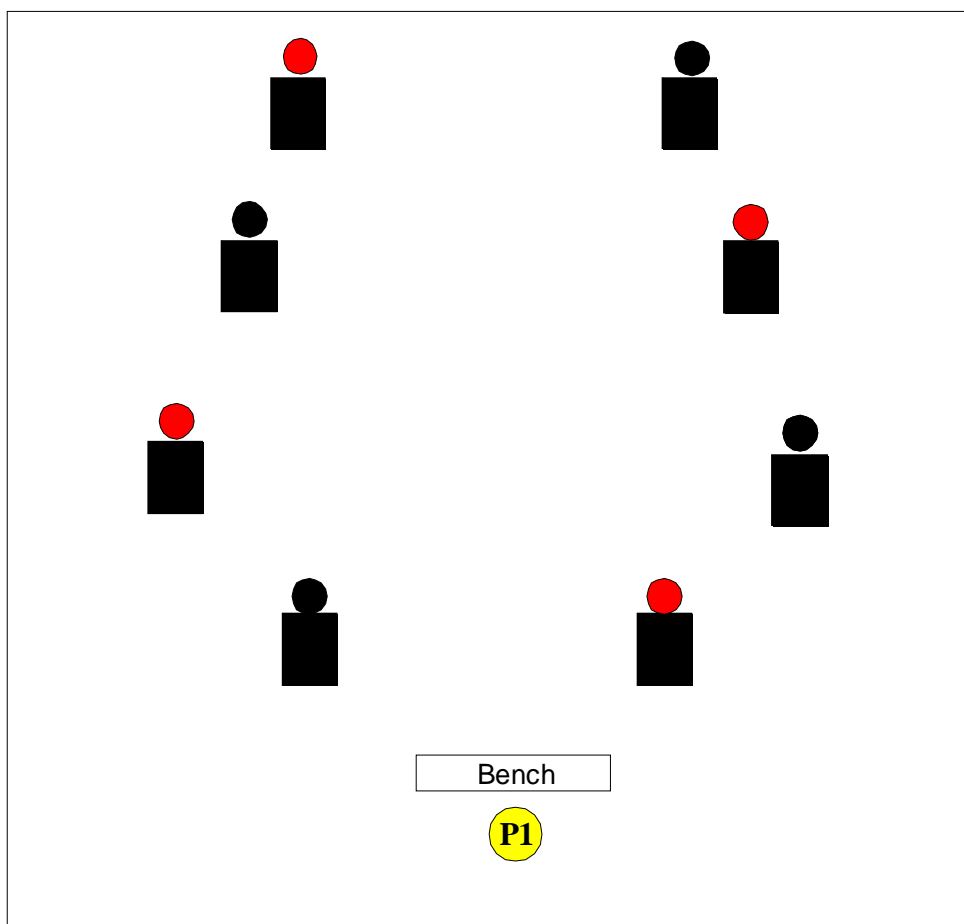
Shooter starts **standing in the box** at **P1** with **back to targets** and pistol loaded and holstered.

- At the sound of the buzzer, turn and engage **T1-T3** each with **1 round** to the **HEAD**. Perform a reload and reengage **T1-T3** each with **1 round** to the **HEAD**.

- **DO NOT SHOOT THE WALLS!**
- **Shooter must remain in the box.**

Range Masters “Fun” Shoot

Stage 3 - “Rotate Those Colors”



Round Count: (16 rounds min.)

Vickers Count
(CAN make up shots)

String 1 - 8 rounds min.

Shooter starts at **P1** with **unloaded gun on table**. The S.O. will pick a color that the shooter will engage first.

- At the sound of the buzzer, pick up the gun and load it.
- Engage the plate with the color the S.O. selected first and then rotate the

other colored plates until all plates are knocked down:

RED, BLACK, RED, BLACK, etc. or the **S.O. may start the shooter with BLACK, RED, BLACK, RED, etc.**

String 2 - 8 rounds min.

Same as above except opposite color will be selected to start with.

Notes:

1. Plates may be shot in any order as long as color sequence is followed.