Range Masters "Fun" Shoot

Results for April 17, 2012

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 2	String 1	String 2	String 3	PD
1	Olson, Landon	NO	62.35	14	20.38	19.88	1	22.17	15.67	13	19.80	4.99	5.40	9.41	
2	DeLeeuw, Dave	0	64.57	8	22.56	21.06	3	18.45	15.95	5	23.56	5.99	7.26	10.31	
3	Sorenson, Sam	NO	70.90	18	20.87	19.87	2	22.16	17.16	10	27.87	10.05	6.88	7.94	6
4	Majers, Steve	0	83.17	32	30.63	23.63	14	24.64	15.64	18	27.90	5.42	9.66	12.82	
5	Moffat, Joel	NO	91.17	35	26.77	21.77	10	26.38	13.88	25	38.02	14.05	10.41	13.56	
6	Redford, "Red"	NO	92.19	23	27.35	23.35	8	34.99	27.49	15	29.85	7.94	8.73	13.18	
7	Majers, Steve Jr.	0	95.94	39	33.11	26.61	13	32.14	22.14	20	30.69	8.53	9.44	9.72	6
8	Scott, Michael	NO	98.78	44	30.23	23.23	14	37.13	22.13	30	31.42	8.27	8.74	14.41	
9	Winder, Jason (1)	NO	99.87	18	28.30	25.80	5	34.68	28.18	13	36.89	11.30	10.01	15.58	
10	Gustaveson, Michael (1)	0	101.72	15	27.53	26.53	2	39.70	36.20	7	34.49	8.65	7.05	15.79	6
11	Finn, James	NO	103.53	42	30.18	26.68	7	37.76	20.26	35	35.59	11.53	7.82	16.24	
12	Phillips, R Dan	NO	107.74	30	35.67	33.17	5	35.81	26.31	19	36.26	7.04	8.80	17.42	6
13	Asbell, Scott	NO	107.84	9	36.10	34.60	3	38.20	35.20	6	33.54	10.37	10.52	12.65	
14	Gustaveson, Michael (2)	0	108.18	7	29.00	26.00	6	33.20	32.70	1	45.98	22.21	8.63	15.14	
15	Finn, James	NO	112.81	53	44.34	27.34	34	29.27	22.77	13	39.20	10.10	11.38	14.72	6
16	Price, Mike	NO	117.71	15	41.43	37.93	7	28.24	24.24	8	48.04	12.75	16.02	19.27	
17	Van Ausdal, Brian	NO	132.86	33	45.34	36.84	17	42.05	34.05	16	45.47	16.92	10.99	17.56	
18	Clark, David (Rev)	NO	134.12	52	50.12	39.62	21	45.67	30.17	31	38.33	13.54	7.63	17.16	
19	Winder, Jason (2)	NO	144.36	88	39.63	24.13	31	34.97	21.47	27	69.76	18.77	21.58	14.41	30
20	Oxley, Jackson	NO	159.85	36	55.40	44.40	22	39.78	32.78	14	64.67	23.06	12.79	28.82	
21	Johanson, Taylor	NO	161.65	77	37.21	30.21	14	36.67	30.17	13	87.77	26.93	19.06	16.78	50
22	Archer, Jonathan	NO	183.70	45	54.25	49.25	10	45.30	37.80	15	84.15	15.41	34.41	24.33	20
23	Johnson, McKay	NO	186.66	89	55.56	43.06	25	42.86	30.86	24	88.24	24.40	15.31	28.53	40
24	Sandgren, Shelby (.22)	NO	223.06	105	58.74	47.74	22	70.23	48.73	43	94.09	17.69	22.22	34.18	40
25	Archer, Frank	NO	228.88	91	77.37	60.37	34	53.01	39.51	27	98.50	31.20	26.69	25.61	30
26	Loveless, Doug (Rev)	NO	229.09	79	94.02	78.52	31	54.09	35.09	38	80.98	26.19	29.47	20.32	10
27	Archer, Nicole	NO	297.73	42	94.51	79.01	31	115.24	109.74	11	87.98	29.20	23.62	35.16	
28	Edwards, Abbey	NO	366.22	135	109.27	93.77	31	86.89	54.89	64	170.06	57.33	50.49	42.24	40

Notes:

PD = **Points Down** = .5 seconds x Points Down

Div. = **Division**: **O** = **O**ptic; **NO** = **N**on-**O**ptic

(Rev) = A revolver was used for the match

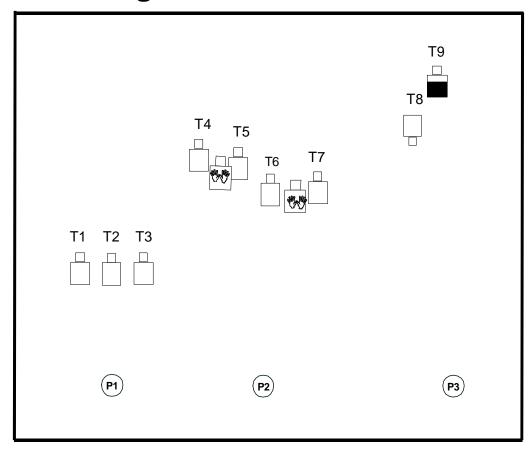
XX Indicates that the Points Down value includes some kind of penalty

DNF = **D**id **N**ot **F**inish

NS = No Score

NT = No Time

Range Masters "Fun" Shoot Stage 1 - "Tactical What?"



Round Count: String 1 = 21 minimum

Vickers Count (Can make up shots)

String 1 -

Shooter starts at P1 with only 6 rounds total in weapon.

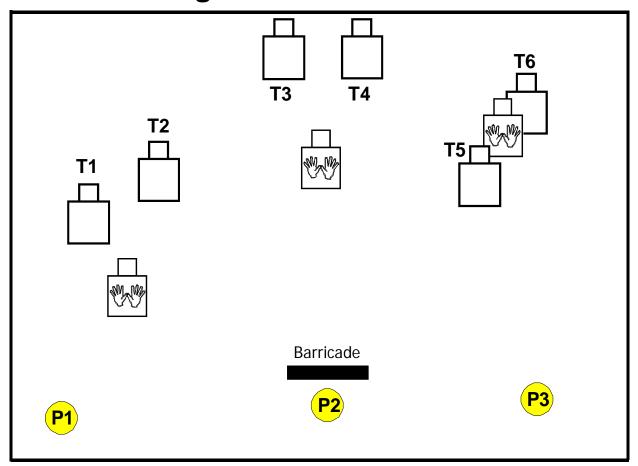
- At the buzzer, draw and engage targets **T1, T2** and **T3** with **3 rounds** each, **2** to each **TORSO**, **1** to each **HEAD**.
- Move to P2 and engage targets T4 thru T7 with 2 rounds each using Tactical Sequence - everybody gets one first, then everbody gets seconds.
- Move to P3 and engage targets T8 and T9 with 2 rounds each.

Notes:

- 1. The black area of target **T9** is "Hard Cover". If full hits are in that area, it counts as a miss.
- 2. Reload as nessassary.

COF Designed by Shane Spensko

Range Masters "Fun" Shoot Stage 2 - "Three For All"



Round Count: String 1 = 18 Minimum (18 rounds for the stage) Vickers Count (Can make up shots)

String 1 -

Shooter starts fully loaded at P1.

- At the buzzer, draw and engage **T1** and **T2** with **3 rounds** to the **BODY** while moving to cover at **P2**.
- While properly using cover, engage T3 from the Right Side of the Barricade and T4 from the Left Side of the Barricade with 3 rounds each (2 TORSO and 1 HEAD).
- While moving to P3, engage T5 and T6 with 3 rounds to the BODY.
- Reload as necessary.

Notes:

1. Do not shoot the WALLS.

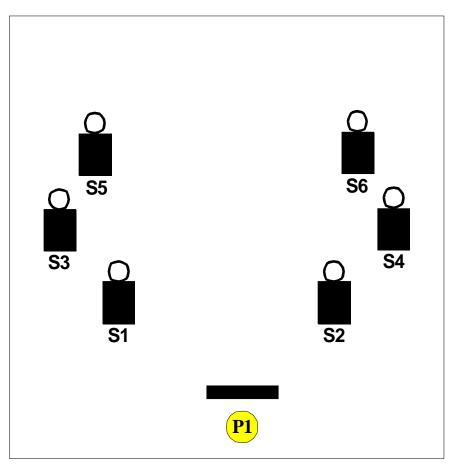
Range Masters "Fun" Shoot Stage 3 - "Ten Max"

Round Count:

String 1-3 = 10 Maximum (6 Minimum)

(18 Minimum rounds for the stage)

Modified Vickers
(Can make up some shots)



String 1 - (10 Rounds Maximum)

Shooter can start fully loaded at P1. (Shooter can Top Off between Strings.)

- At the sound of the buzzer, draw and knock down plates S1 thru S6 (any order).
- Reload as necessary.

String 2 - (10 Rounds Maximum)

Repeat String 1

String 3 - (10 Rounds Maximum)

Repeat String 1 with one mandatory Reload with Retention while on the clock.

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 Miss-On-Steel penalty.
- 3. Each shot fired over 10 per string will count as a procedural.

COF Designed by Mike Price