

# Range Masters "Fun" Shoot

Results for April 4, 2012

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	String 3	PD	Stage 2	String 1	PD	Stage 2	String 1	String 2	String 3	String 4	PD
1	Olson, Landon	NO	55.91	8	24.51	10.09	6.70	3.72	8	13.05	13.05		18.35	3.59	2.75	3.76	8.25	
2	Mathis, David	NO	67.90	12	22.41	10.23	6.51	3.67	4	17.54	13.54	8	27.95	6.08	3.97	6.95	10.95	
3	Finn, James (9)	NO	86.54	31	31.93	14.64	8.15	3.14	12	22.15	12.65	19	32.46	6.87	5.13	3.34	17.12	
4	Wooley, Evan	NO	91.54	44	35.08	11.04	6.40	6.14	23	23.51	13.01	21	32.95	4.40	7.35	8.07	13.13	
5	Pedersen, Riley	NO	100.38	44	35.71	13.29	7.59	4.83	20	23.73	11.73	24	40.94	3.55	10.20	4.55	22.64	
6	Hart, Chris	NO	108.05	59	34.07	12.21	7.69	3.67	21	30.41	11.41	38	43.57	3.83	10.68	15.10	13.96	
7	Finn, James (4)	NO	109.20	53	41.30	14.01	8.01	3.78	31	15.47	9.47	12	52.43	20.65	5.81	3.61	17.36	10
8	Phillips, R Dan	NO	110.37	45	28.57	12.10	8.24	4.73	7	41.20	22.20	38	40.60	3.77	6.54	9.58	20.71	
9	Jepperson Riley	NO	117.27	89	45.77	12.60	5.11	3.56	49	37.98	17.98	40	33.52	10.17	4.46	7.42	11.47	
10	Gustaveson, Michael (1)	O	121.98	20	45.74	14.81	15.99	7.44	15	26.14	23.64	5	50.10	15.24	4.52	4.54	25.80	
11	Redford, "Red" (Rev)	NO	127.94	23	47.89	18.98	17.58	5.83	11	29.74	23.74	12	50.31	5.32	7.12	9.44	28.43	
12	Coombs, Ryan	NO	132.35	50	43.68	15.93	8.44	5.81	27	24.58	13.08	23	64.09	5.35	5.48	18.24	35.02	
13	Gustaveson, Michael (2)	O	132.77	11	50.63	25.02	13.86	9.25	5	44.94	41.94	6	37.20	5.44	14.48	6.72	10.56	
14	Mecham, Bryan	NO	137.60	26	46.66	20.43	17.37	4.86	8	41.16	32.16	18	49.78	6.54	7.83	4.70	30.71	
15	Scott, Michael	NO	139.11	38	38.70	13.94	10.10	5.16	19	29.94	20.44	19	70.47	7.19	21.59	13.51	28.18	
16	Stepp, Jared (.22)	NO	139.57	56	47.12	15.70	11.77	5.15	29	37.46	23.96	27	54.99	5.62	6.08	6.66	36.63	
17	Coombs, Ryan	NO	147.37	58	47.22	13.38	15.53	5.31	26	37.15	21.15	32	63.00	15.35	6.71	15.26	25.68	
18	Stepp, Jared (9)	NO	147.76	19	50.31	17.83	17.11	8.87	13	38.01	35.01	6	59.44	9.07	15.72	13.21	21.44	
19	Mickle, Devon	NO	149.98	70	54.16	23.87	14.02	5.77	21	34.02	24.52	19	61.80	11.99	8.50	15.89	10.42	30
20	Oxley, Jackson	NO	150.50	64	46.39	18.40	11.43	9.06	15	46.10	26.60	39	58.01	4.05	6.36	15.27	27.33	10
21	Kern, Ed	NO	162.65	19	63.19	29.89	22.71	7.59	6	33.66	27.16	13	65.80	4.82	9.72	13.11	38.15	
22	Newell, Sam	NO	182.14	66	63.53	25.43	11.85	7.75	37	42.80	28.30	29	75.81	16.49	10.10	12.55	36.67	
23	Price, Mike	NO	193.88	33	44.75	17.50	10.09	5.16	24	35.64	31.14	9	113.49	28.01	10.85	11.73	62.90	
24	Sandgren, Shelby (.22)	NO	212.22	49	59.20	26.00	14.44	9.76	18	57.59	42.09	31	95.43	4.12	14.39	15.41	61.51	
25	Edwards, Preston	NO	220.70	59	57.24	20.54	16.16	9.54	22	40.96	32.46	17	122.50	14.24	23.26	13.00	62.00	20
26	Mecham, Lynn (Rev)	NO	227.00	48	62.67	25.58	24.17	5.42	15	46.37	32.87	27	117.96	11.87	31.39	4.10	67.60	6
27	Singh, Jasinder	NO	235.64	69	57.71	22.30	13.91	8.00	27	34.18	18.18	32	143.75	14.54	31.11	33.72	59.38	10
28	?, Robert (Rev)	NO	249.34	23	100.03	43.38	34.64	13.51	17	53.08	50.08	6	96.23	9.15	10.42	10.03	66.63	
29	Scott, Michael Jr.	NO	267.96	77	55.61	20.37	12.78	5.96	33	38.67	26.67	24	173.68	8.94	22.05	12.16	120.53	20
30	Edwards, Abbey	NO	366.28	67	73.69	24.40	17.78	13.51	36	49.96	34.46	31	242.63	27.42	56.41	79.55	79.25	

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = A revolver was used for the match

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

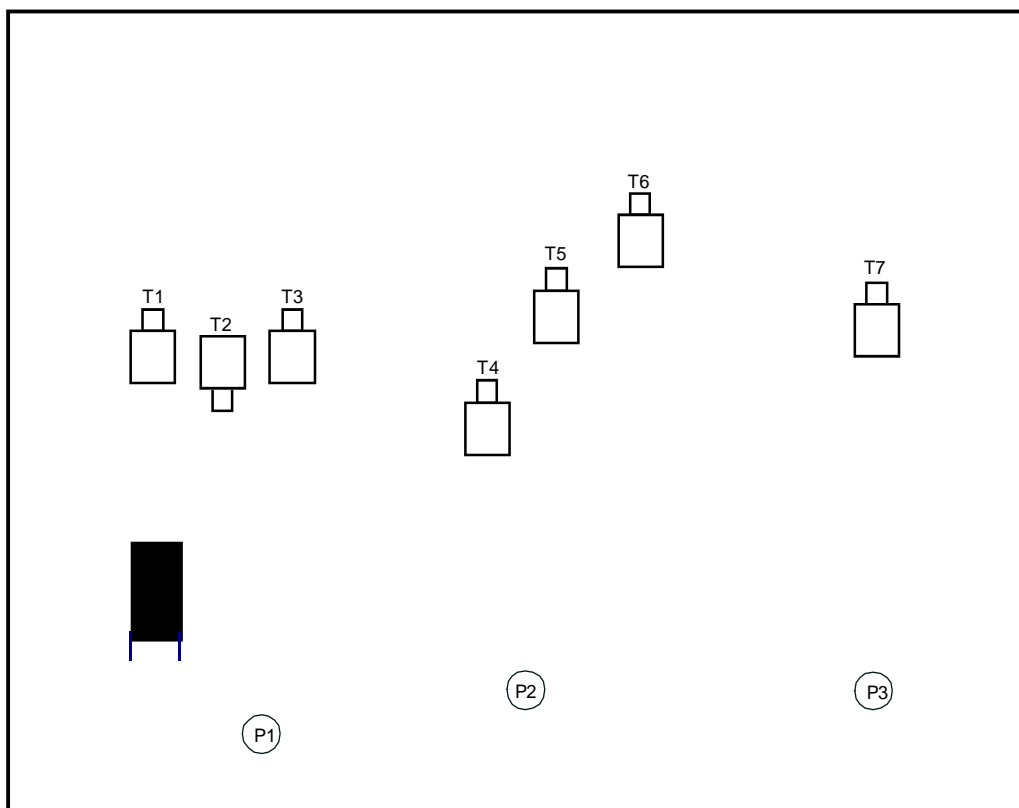
DNF = Did Not Finish

NS = No Score

NT = No Time

# Range Masters “Fun” Shoot

## Stage 1 - “Parade Skills”



### Round Count:

String 1 = **9 Min / 12 Max**

String 2 = **9 Min / 12 Max**

String 3 = **4 Min / 5 Max**

(**22 rounds** for the stage)

### Modified Vickers Count

(Can make up shots - see **Round Count**.)

### String 1 - (Must **properly use cover** on this string.)

Shooter starts fully loaded and holstered at **P1**. (**12 shots Max** on this string.)

- At the sound of buzzer, draw, advance to the Barricade and engage **T1, T2** and **T3** with **2 rounds** to the **BODY** from **either side of the Barricade**, then **switch to the other side of the Barricade** and re-engage them with **1 round** to the **HEAD**.

### String 2 -

Shooter starts fully loaded and holstered at **P2**. (**12 shots Max** on this string.)

- At the sound of buzzer, draw and engage **T4, T5** and **T6** in **Tactical Sequence** with **2 rounds** to the **BODY** and **1 round** to the **HEAD**.

### String 3 -

Shooter starts fully loaded and holstered at **P3**. (**5 shots Max** on this string.)

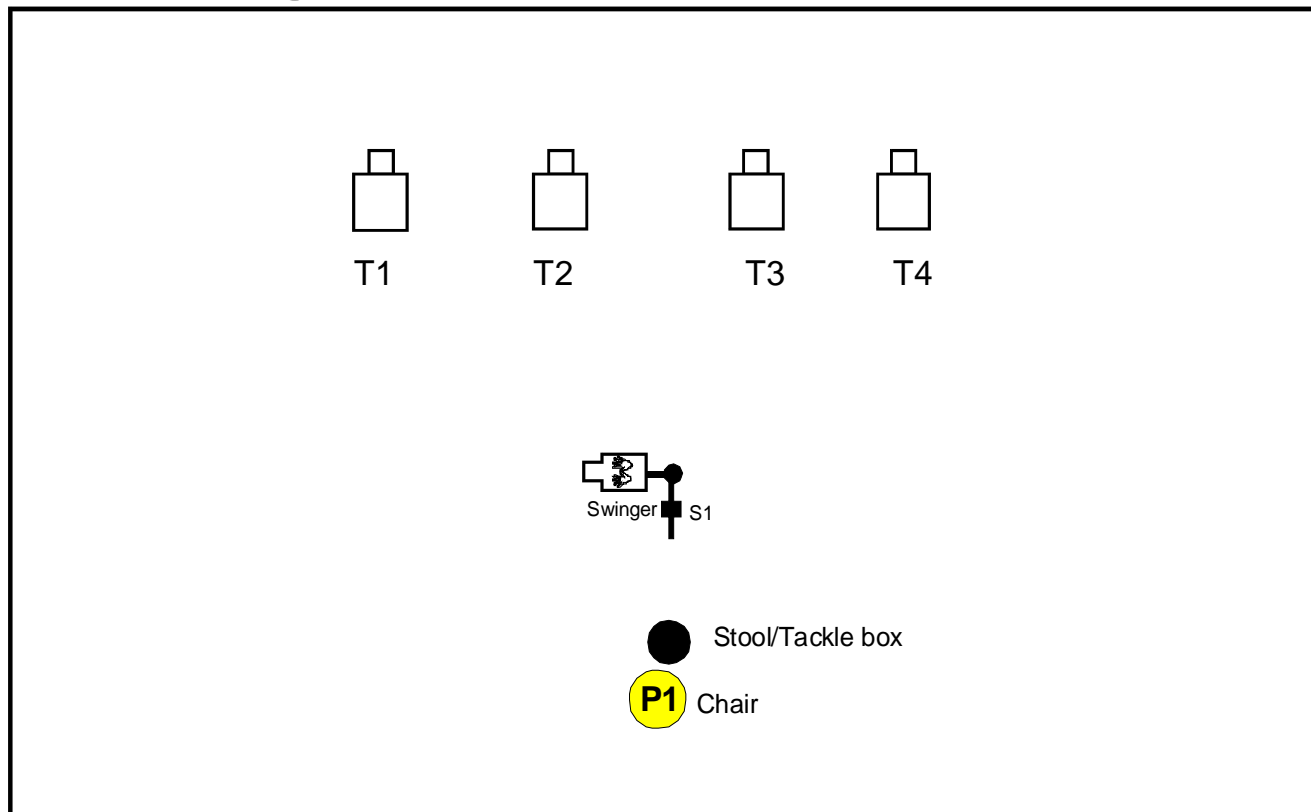
- At the sound of buzzer, draw and engage **T7** with **2 rounds** to the **BODY** and **2 rounds** to the **HEAD**.

### Notes:

1. Each string is limited to the max amount of rounds listed.

# Range Masters “Fun” Shoot

## Stage 2 - “Wish They Were Bite’n”



### Round Count:

String 1 = 12 Min

Stage = 12 Min

### Vickers Count

(Can make up shots)

### String 1 -

Shooter starts with gun fully loaded and in tackle box on stool in front of shooter, shooter sitting on a chair.

- At buzzer, shooter pulls on 'fishing pole' to start swinger and then retrieves weapon from tackle box.
- Engage **T1 - T4** with **3 rounds** in **TACTICAL SEQUENCE**. **2 rounds** to the **TORSO** and **1 round** to the **HEAD**.
- Reload as necessary.

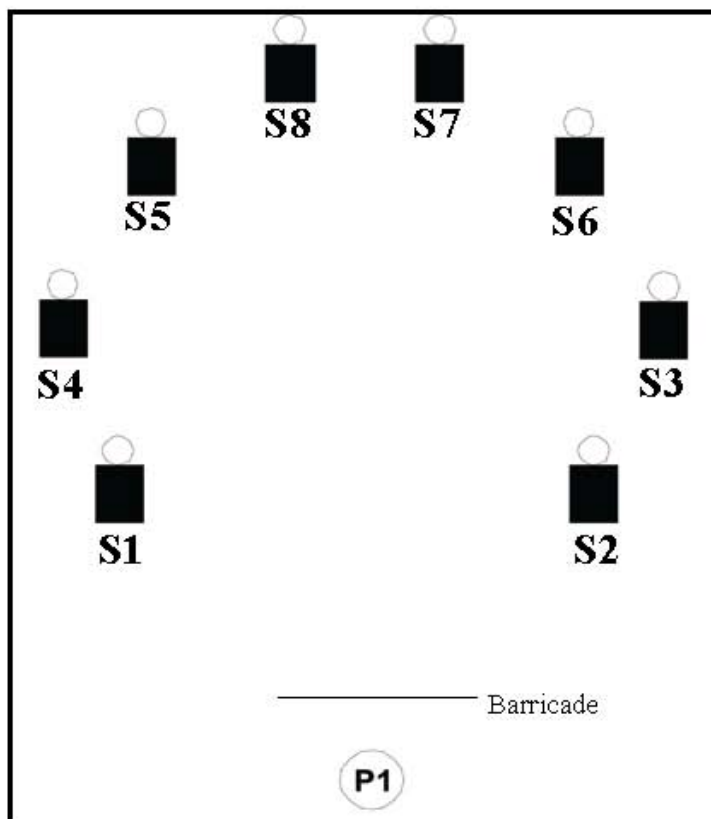
### Notes:

1. Shooter **must remain seated for ALL shots**.
2. Do Not shoot walls.
3. All hits to Non threat count.

COF stolen from IDPA World Shoot

# Range Masters “Fun” Shoot

## Stage 3 - April 4



### Round Count:

String 1 = 2 rds min.

String 2 = 2 rds min.

String 3 = 2 rds min.

String 4 = 8 rds min.

(14 rounds for the stage)

### Vickers Count

(Can make up shots)

**String 1** - Shooter starts at P1 with no more than 11 rounds in the gun.

• From low ready, at the sound of the buzzer, engage, weak hand only, S1 and S2.

**String 2** - Shooter starts with the rounds remaining from String 1.

• At the sound of the buzzer, draw and engage, strong hand only, S3 and S4.

**String 3** - Shooter starts with the rounds remaining from String 2.

• At the sound of the buzzer, draw and engage S5 and S6.

**String 4** - Shooter starts with the rounds remaining from String 3.

• At the sound of the buzzer, draw and engage S1-S8.

• Shooter may not reload between strings.

• Shooter may reload during strings as necessary.