Range Masters "Fun" Shoot

Results for June 4, 2008

			Total	Stage	Ctuin a		Stage	Cénin a		Stage	Cénim a	Ctuin a	
Place Name (Note)	Div.	Shoot Total	Points Down	1		PD	2	String 1	PD	3	String 1	String 2	PD
1 Webster, Scott	NO	67.30	6	18.04	17.04	2	20.13	18.63	3	29.13	16.35	12.28	1
² Majers, Steve	0	68.79	13	19.68	16.68	6	19.85	17.35	5	29.26	12.20	16.06	2
³ Olson, Landon	NO	74.31	21	22.71	17.71	10	17.18	16.68	1	34.42	16.36	13.06	10
4 Stilwell, Mike	0	74.31	9	14.72	13.72	2	19.71	16.21	7	39.88	28.19	11.69	0
5 McGregor, Scott	NO	81.54	10	21.28	16.78	9	23.39	22.89	1	36.87	23.76	13.11	0
6 Gonzalez, Francisco	NO	81.64	4	24.57	24.57	0	22.44	22.44	0	34.63	16.30	16.33	4
7 Spensko, Shane	NO	91.63	26	30.56	19.06	23	29.70	28.20	3	31.37	18.02	13.35	0
8 Mathis, David (9)	NO	94.20	13	19.47	16.47	6	22.32	18.82	7	52.41	14.08	38.33	0
9 Peterson, Scott	NO	94.97	25	33.93	24.43	19	20.00	20.00	0	41.04	16.82	21.22	6
¹⁰ Moffat, Joel	NO	102.30	37	27.35	19.35	16	27.55	23.55	8	47.40	24.33	16.57	13
11 Clark, David	NO	102.82	6	27.32	26.82	1	31.71	30.21	3	43.79	26.97	15.82	2
¹² Phillips, RDan	NO	107.26	7	25.25	22.25	6	28.57	28.07	1	53.44	30.39	23.05	0
13 DeLeeuw, Dave	NO	107.32	15	22.36	18.86	7	32.81	28.81	8	52.15	21.16	30.99	0
¹⁴ Limb, Brandon	NO	107.86	13	33.37	31.87	3	19.64	19.64	0	54.85	30.91	18.94	10
15 Pike, Ben	NO	109.81	12	33.76	31.76	4	30.04	26.04	8	46.01	26.23	19.78	0
¹⁶ DeWitt, Derel	NO	110.53	14	30.76	26.76	8	24.08	21.58	5	55.69	28.38	26.81	1
17 Scott, Michael Sr.	0	119.25	16	28.49	23.99	9	36.78	35.78	2	53.98	21.72	29.76	5
¹⁸ Holladay, Jason	NO	123.91	59	41.24	28.24	26	31.35	25.35	12	51.32	22.08	18.74	21
19 Gustaveson, Michael	0	125.75	36	54.58	48.58	12	27.22	21.72	11	43.95	24.26	13.19	13
20 Redford, "Red" (Rev)	NO	126.99	21	30.25	28.75	3	35.56	28.56	14	61.18	36.52	22.66	4
²¹ VanHorn, Guy	NO	127.18	14	35.78	30.28	11	38.32	37.32	2	53.08	33.06	19.52	1
²² Rees, Jerry	NO	134.50	7	31.67	28.17	7	26.72	26.72	0	76.11	21.23	54.88	0
²³ Hubbard, Corey	NO	143.93	28	31.71	27.21	9	36.56	36.06	1	75.66	44.15	22.51	18
²⁴ Waldo, Ralph	NO	144.18	25	33.37	26.37	14	46.61	42.11	9	64.20	31.87	31.33	2
²⁵ Majers, Steve Jr.	0	162.82	56	49.44	36.44	26	48.59	37.59	22	64.79	31.59	29.20	8
²⁶ Beckes, Ben	NO	167.45	2	40.91	39.91	2	25.82	25.82	0	100.72	55.52	45.20	0
²⁷ Hadley, Jay	NO	170.27	30	49.28	40.78	17	37.71	33.21	9	83.28	42.82	38.46	4
²⁸ Mikkelsen, Mike	NO	179.29	101	59.21	33.71	51	36.82	28.32	17	83.26	28.36	38.40	33
²⁹ McAllister, Sean	NO	195.13	40	51.60	44.10	15	43.60	41.10	5	99.93	24.92	65.01	20
30 Vincent, Troy	NO	209.90	69	57.26	39.26	36	33.70	29.20	9	118.94	52.46	54.48	24
31 Millett, Davin	NO	214.79	121	73.02	35.52	75	41.92	34.42	15	99.85	50.87	33.48	31
32 Modawell, Colt	NO	234.33	42	56.53	44.53	24	61.55	59.55	4	116.25	75.54	33.71	14
33 Price, Mike	NO	275.44	21	47.59	<mark>46.09</mark>	3	50.63	46.63	8	177.22	34.77	<mark>137.45</mark>	10
³⁴ Haynes, Chelsea	NO	349.02	59	52.94	37.94	30	90.25	77.25	26	205.83	124.70	79.63	3

Notes:

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

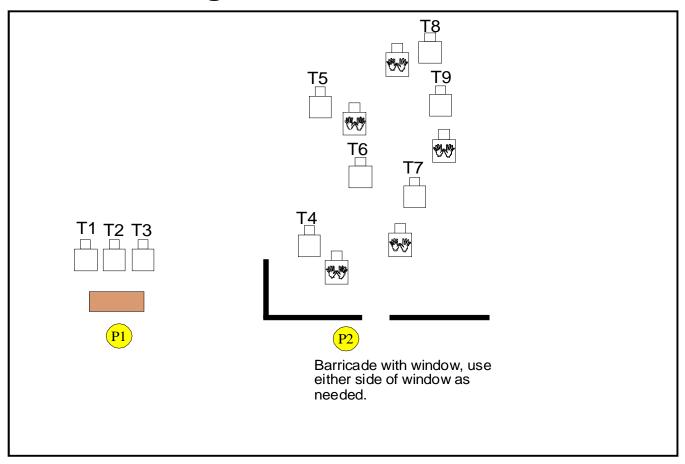
Div. = Division: O = Optic; NO = Non-Optic

(Rev) = Revolver

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 - "Tactical What?"



Round Count: String 1 = 18 minimum (18 rounds for the stage)

Vickers Count (Can make up shots.)

String 1 -

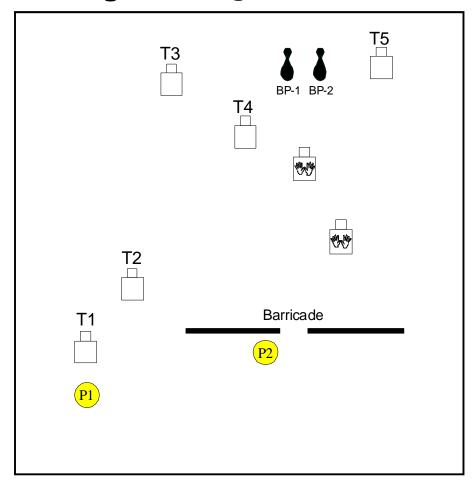
Shooter starts **seated at the table** at **P1** with weapon **fully loaded** and **holstered**.

- At buzzer, stand up, draw and engage **T1 T3** with **2 rounds each** in **Tactical sequence**.
- Then, move to P2 and engage T4 T9 with 2 rounds each while properly using cover being careful not to expose yourself to a non-nutralized threat target.
- Reload as necessary.

Notes:

- 1. Targets shot out of sequence will be assessed a procedural penalty.
- 2. Remember to watch the use of cover.

Range Masters "Fun" Shoot Stage 2 - "Tight Quarters"



Round Count: String 1 = 13 minimum (13 rounds for the stage) Vickers Count (Can make up shots.)

String 1 -

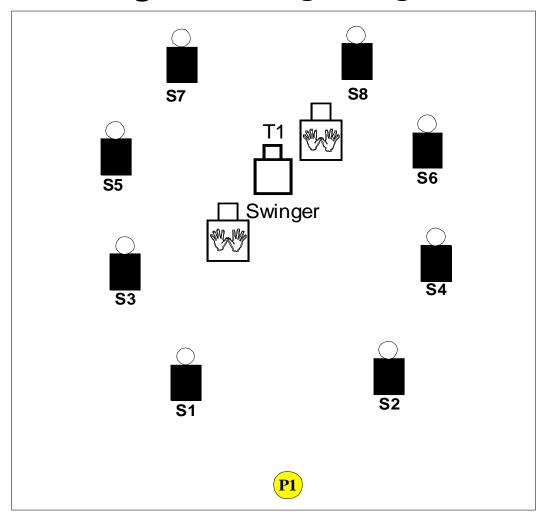
Shooter starts fully loaded at P1, facing P2.

- At the buzzer, turn, draw and engage **T1** with **2 rounds From Retention** and **T2** with **2 rounds to the Torso** and **1 round to the Head**.
- Move to **P2** and engage **T3**, **T4** and **T5** with **2 rounds each** (torso or head), then **knock over the 2 bowling pins**.

Notes -

- 1. **T1** must be engaged from retention.
- 2. Shooter cannot shoot from around the sides of the barricade.

Range Masters "Fun" Shoot Stage 3 - "Dang Swinger!!"



Round Count: String 1 = 10 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** and **S2**, until they are knocked down.
- Then engage **T1** with **2 rounds** (Torso or Head).
- Then engage S3, S4, S5, S6, S7 and S8 (in that order) until plates are knocked down.
- At the direction of the SO, holster your weapon DO NOT RELOAD!

String 2 -

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

- Same as above except the shooter only engages **S1 thru S8 in any order**, until all plates are knocked down.
- Reload as necessary.

Notes -

- 1. All hits on non-threats will be counted!
- 2. Reload as necessary during all strings, except when holstering after String 1.
- 3. Swinger (T1) will be tripped at the first shot on String 1.