

Rangemasters Handgun "Fun" Shoot Results - March 2, 2016

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Kemp, Tony	O	69.43	8	24.39	23.39	2	26.68	26.18	1	18.36	10.23	5.63	5
2	Gull, Joe	NO	70.44	13	26.94	24.94	4	24.21	19.71	9	19.29	13.26	6.03	
3	Wulfenstein, Braden	NO	90.89	38	32.76	26.76	12	34.45	21.95	25	23.68	11.41	11.77	1
4	Daryl (2) (.22)	NO	92.13	26	28.65	27.65	2	35.75	26.25	19	27.73	17.23	8.00	5
5	Daryl (1) (.22)	NO	99.32	33	34.01	30.01	8	39.40	30.40	18	25.91	13.08	9.33	7
6	Morrison, Mack (1)	NO	100.35	37	40.83	35.33	11	32.21	22.21	20	27.31	15.08	9.23	6
7	Scott, Alan	NO	103.21	28	36.82	33.82	6	39.41	28.41	22	26.98	19.13	7.85	
8	Welch, Aaron	NO	103.75	24	42.68	39.68	6	33.67	26.17	15	27.40	15.64	10.26	3
9	Winchester, Kevin	NO	106.99	51	39.35	31.35	16	42.88	27.88	30	24.76	13.75	8.51	5
10	Duncan, Tyler	NO	107.83	25	37.84	33.84	8	38.08	31.08	14	31.91	21.80	8.61	3
11	Scott, Mike	NO	108.19	25	41.73	38.23	7	36.04	30.04	12	30.42	18.79	8.63	6
12	Greer, Seth	NO	108.72	47	31.92	25.92	12	38.35	26.35	24	38.45	14.83	18.12	11
13	Duncan, Tyler	NO	114.27	61	40.94	29.94	22	44.46	28.46	32	28.87	13.43	11.94	7
14	Anderson, Eric	NO	115.22	23	49.18	45.68	7	43.75	39.75	8	22.29	11.54	6.75	8
15	Reese, Steven (2)	NO	116.28	12	49.28	48.78	1	45.31	39.81	11	21.69	13.12	8.57	
16	Reese, Steven (1)	NO	116.45	27	46.77	43.77	6	43.74	33.74	20	25.94	15.64	9.80	1
17	Rodriguez, Mike	NO	118.62	37	50.85	45.85	10	42.75	32.25	21	25.02	12.85	9.17	6
18	Jolly, Jenn	NO	126.02	33	49.50	45.50	8	46.55	35.05	23	29.97	17.99	10.98	2
19	Septon, Allen (2)	NO	126.76	45	43.47	39.47	8	50.41	31.91	37	32.88	23.42	9.46	
20	Septon, Allen (1)	NO	131.66	68	45.88	36.88	18	53.08	32.58	41	32.70	18.63	9.57	9
21	Morrison, Mack (2)	NO	133.64	39	41.92	35.92	12	35.98	22.98	26	55.74	42.12	13.12	1
22	Waldo, Ralph	NO	134.18	26	61.27	59.27	4	46.26	35.26	22	26.65	16.25	10.40	
23	Prior, Caleb	NO	141.09	20	54.69	53.69	2	50.26	41.26	18	36.14	28.23	7.91	
24	Christopherson, David	NO	145.59	38	52.45	46.95	11	51.12	43.12	16	42.02	25.08	11.44	11
25	Green, Rich	NO	147.00	52	48.45	40.45	16	57.61	42.11	31	40.94	26.95	11.49	5
26	Aiello, Austin	NO	147.39	70	43.81	34.31	19	53.46	32.96	41	50.12	33.57	11.55	10
27	Jeffs, Randall (Rev)	NO	155.55	43	54.19	47.69	13	51.75	41.25	21	49.61	28.90	16.21	9
28	Hunsaker, Branch	NO	166.48	61	70.94	61.44	19	56.12	37.62	37	39.42	20.74	16.18	5
29	Spencer, Mark (1)	NO	175.73	17	48.77	47.27	3	51.94	46.44	11	75.02	39.52	34.00	3
30	Hightower, Brad (2)	NO	176.81	67	56.55	48.55	16	56.89	39.39	35	63.37	34.06	21.31	16
31	Robison, Tyler	NO	191.64	92	51.75	42.75	18	63.77	27.77	72	76.12	54.45	20.67	2
32	Hightower, Brad (1)	NO	209.59	61	75.79	68.79	14	54.56	39.56	30	79.24	30.49	40.25	17
33	Hird, Christopher	NO	217.21	75	63.41	50.91	25	68.33	51.33	34	85.47	60.93	16.54	16

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

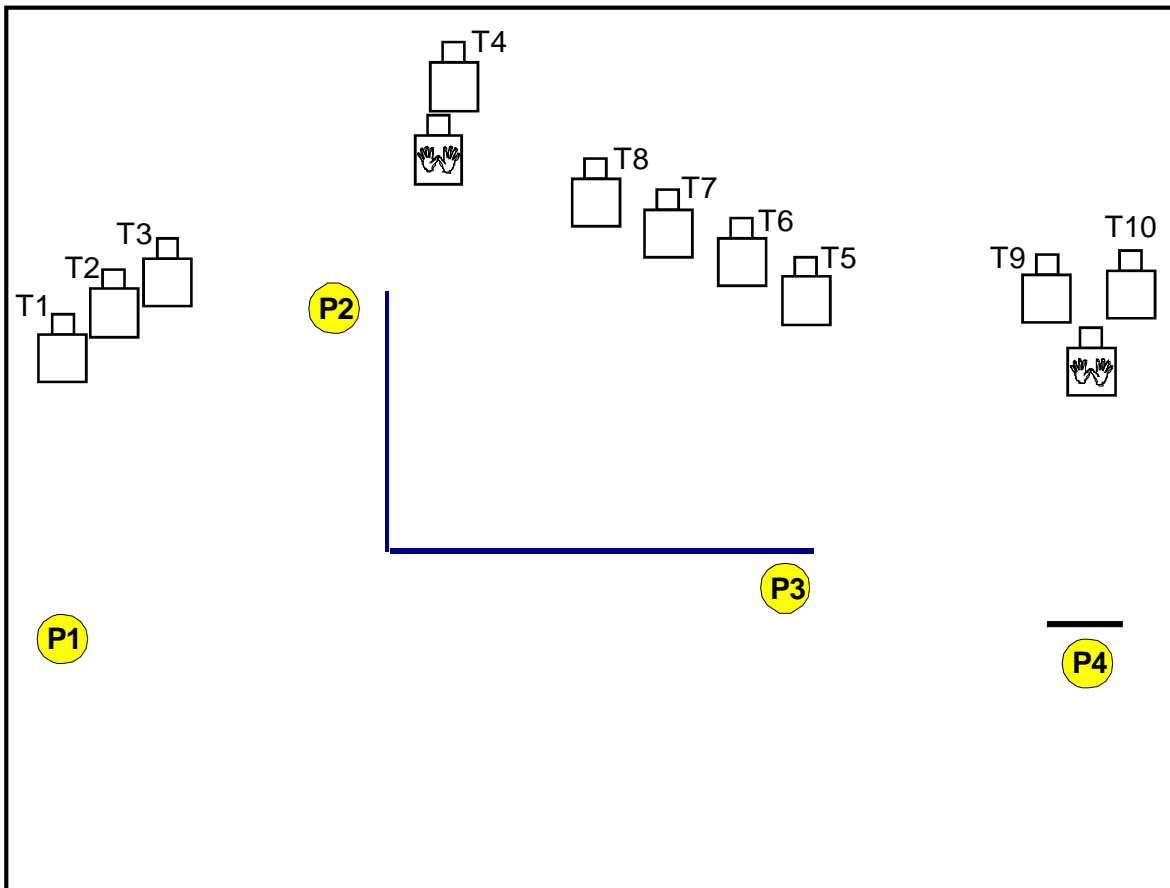
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Lots of Bad Guys”



Round Count:
String 1 = 24 Min
Stage = 24 Min

Vickers Count
(Can make up shots)

String 1 -

Shooters starts fully loaded at **P1**.

- At the buzzer, draw and engage **T1** thru **T3** with **3 rounds** in **Tactical Sequence** (1-1-3-2-2) with **2 rounds to the Torso** and **1 round to the Head**.
- Move to **P2** and engage **T4** with **3 rounds to the Body**.
- Move to **P3** and engage **T5** thru **T8** with **2 rounds to the Body**.
- Move to **P4** and engage **T9** and **T10** with **2 rounds to the Body**.

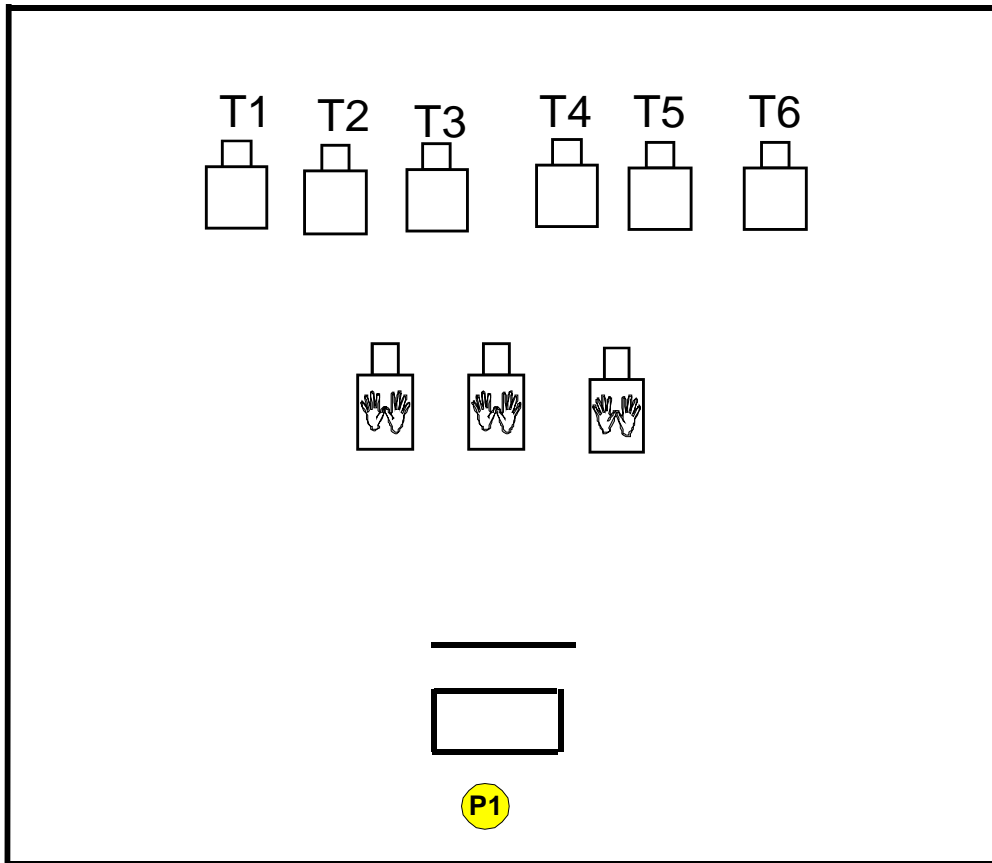
Notes:

1. Use Cover at all shooting locations except at **P1**. Slice the Pie.
2. Be Careful moving, Keep weapon pointed downrange and Finger Off of the trigger except when shooting.

COF designed by Mike Scott

Rangemasters “Fun” Shoot

Stage 2 - “In the Slot”



Round Count:
20 rounds Max

Unlimited Count
(Can make up shots.)

String 1 - Shooter starts at **P1** seated at the table with a **10 round** magazine in their gun and holstered with a **second 10 round** magazine on the table. Shooter must engage all **targets through the slot in the barricade** and must remain behind the table during this COF.

- At the sound of the buzzer, shooter draws and engage targets **T1** through **T6** with **2 rounds to the Body**, then re-engage targets **T1** through **T6** with **1 round to the Head**.

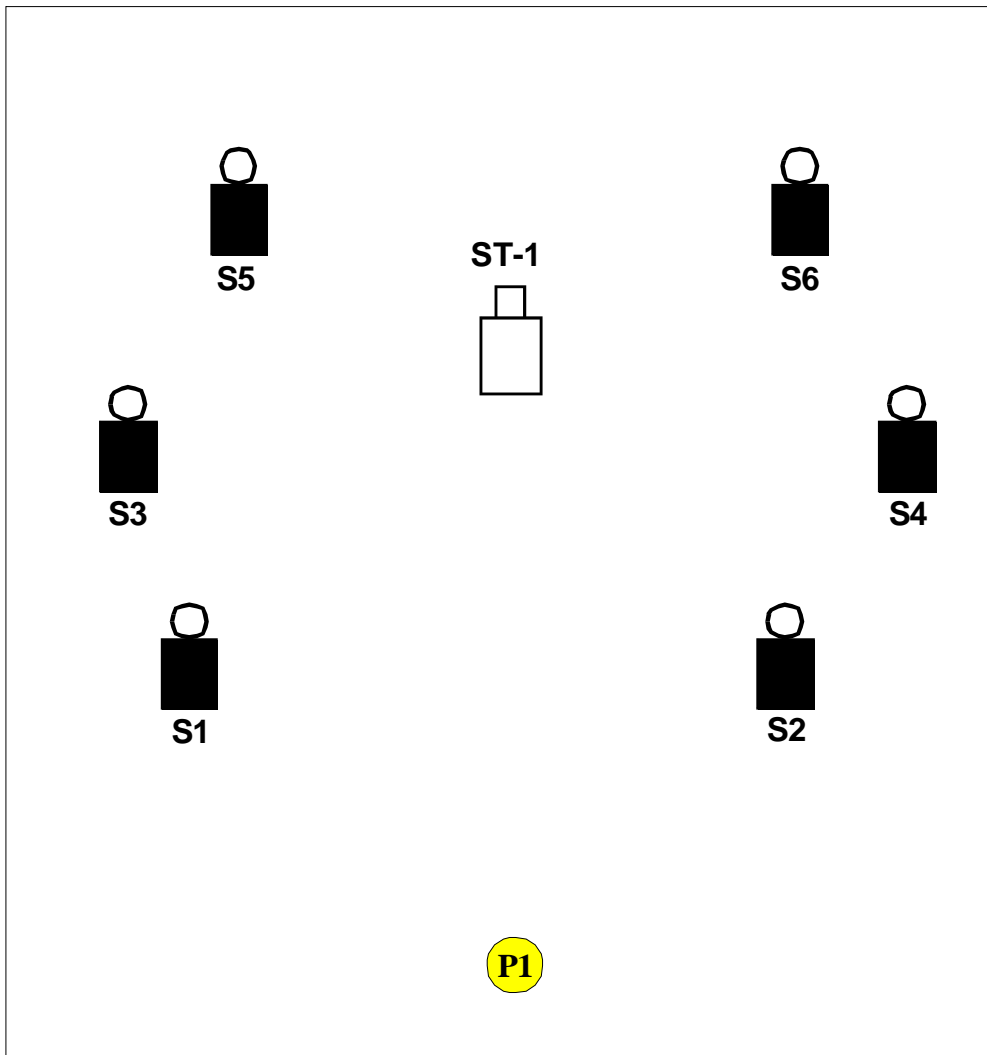
Notes:

1. Only two 10 round magazines in this COF.
2. Shooter must engage all target through the slot in barricade.
3. Please stop shooting the walls.

COF Ryan Ursulich

Rangemasters “Fun” Shoot

Stage 3 - “Acquire Those Plates”



Round Count:

String 1 = 12 Rounds Min.

String 2 = 6 Rounds Min.

(18 rounds for the stage)

Vickers Count

(CAN make up shots)

String 1 -

Shooter starts **fully loaded** at P1.

- At the sound of the buzzer, draw and knock down **S1** then hit **ST-1** with **one round**;
- Knock down **S2** then hit **ST-1** with **one round**;
- Knock down **S3** then hit **ST-1** with **one round**;
- Knock down **S4** then hit **ST-1** with **one round**;
- Knock down **S5** then hit **ST-1** with **one round**;
- Knock down **S6** then hit **ST-1** with **one round**;
- Reload as necessary.

String 2 -

Shooter starts **fully loaded** at P1.

- At the sound of the buzzer, **knock down S1** thru **S6**, in any order.