

# Range Masters "Fun" Shoot

Results for June 21, 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	String 3	String 4	PD
1	Mathis, David	NO	65.50	22	25.22	21.22	8	19.66	6.74	5.92	14	20.62	5.26	5.35	5.85	4.16	
2	DeLeeuw, Dave	O	66.68	8	24.41	20.41	8	16.59	8.81	7.78		25.68	4.44	11.31	5.15	4.78	
3	Ursulich, Ryan	NO	85.56	38	34.40	30.40	8	27.19	6.22	5.97	30	23.97	7.07	5.71	5.93	5.26	
4	Soper, Mitchell	NO	85.79	29	31.57	27.57	8	24.00	5.99	7.51	21	30.22	10.81	7.70	6.91	4.80	
5	Spensko, Shane	NO	86.09	21	40.65	30.65	20	20.58	10.02	10.06	1	24.86	6.18	6.22	7.10	5.36	
6	Rearden, Henry	NO	93.62	24	33.69	25.69	16	19.41	7.69	7.72	8	40.52	6.39	9.08	14.07	10.98	
7	Rees, Jerry	NO	102.85	14	35.20	29.70	11	22.88	9.33	12.05	3	44.77	6.03	8.70	12.10	17.94	
8	Phillips, R Dan	NO	103.66	20	42.65	35.15	15	28.01	12.54	12.97	5	33.00	8.23	6.76	9.53	8.48	
9	Reese, Howard	O	105.17	26	49.82	40.82	18	23.50	10.76	8.74	8	31.85	7.20	6.30	12.42	5.93	
10	Price, Mike	NO	105.75	27	46.64	41.14	11	29.35	11.57	9.78	16	29.76	6.40	8.27	8.40	6.69	
11	Greer, Seth	NO	108.14	25	40.66	36.16	9	32.75	13.61	11.14	16	34.73	8.19	8.13	7.07	11.34	
12	Woodruff, Weston	NO	108.17	12	39.92	35.42	9	28.20	13.27	13.43	3	40.05	8.69	5.15	18.36	7.85	
13	Clark, David H. (Rev)	NO	108.85	31	45.96	37.96	16	34.53	14.17	12.86	15	28.36	6.63	6.88	7.51	7.34	
14	Thalman, Scott	NO	109.34	38	39.81	36.31	7	33.77	8.85	9.42	31	35.76	6.71	9.26	9.23	10.56	
15	Waldo, Ralph	NO	110.72	20	46.32	40.82	11	30.40	12.09	13.81	9	34.00	5.11	5.18	14.21	9.50	
16	Scott, Michael	NO	128.36	40	47.97	39.97	16	34.79	9.26	13.53	24	45.60	6.44	23.44	8.42	7.30	
17	Durrant, Jeff	NO	129.80	62	45.42	28.92	33	40.88	15.21	11.17	29	43.50	13.76	10.02	9.52	10.20	
18	Turner, Dave	NO	165.95	18	82.38	77.88	9	36.58	18.01	14.07	9	46.99	8.73	23.24	7.05	7.97	
19	Baker, Greg	NO	168.89	27	58.16	55.16	6	40.00	14.51	14.99	21	70.73	23.51	21.81	11.04	14.37	
20	Coon, Marv	NO	170.64	83	56.60	32.10	49	38.21	10.55	10.66	34	75.83	19.29	14.03	11.35	31.16	
21	Mecham, Evan	NO	191.10	74	60.17	44.17	32	33.21	11.08	11.13	22	97.72	7.28	8.35	54.52	17.57	20

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

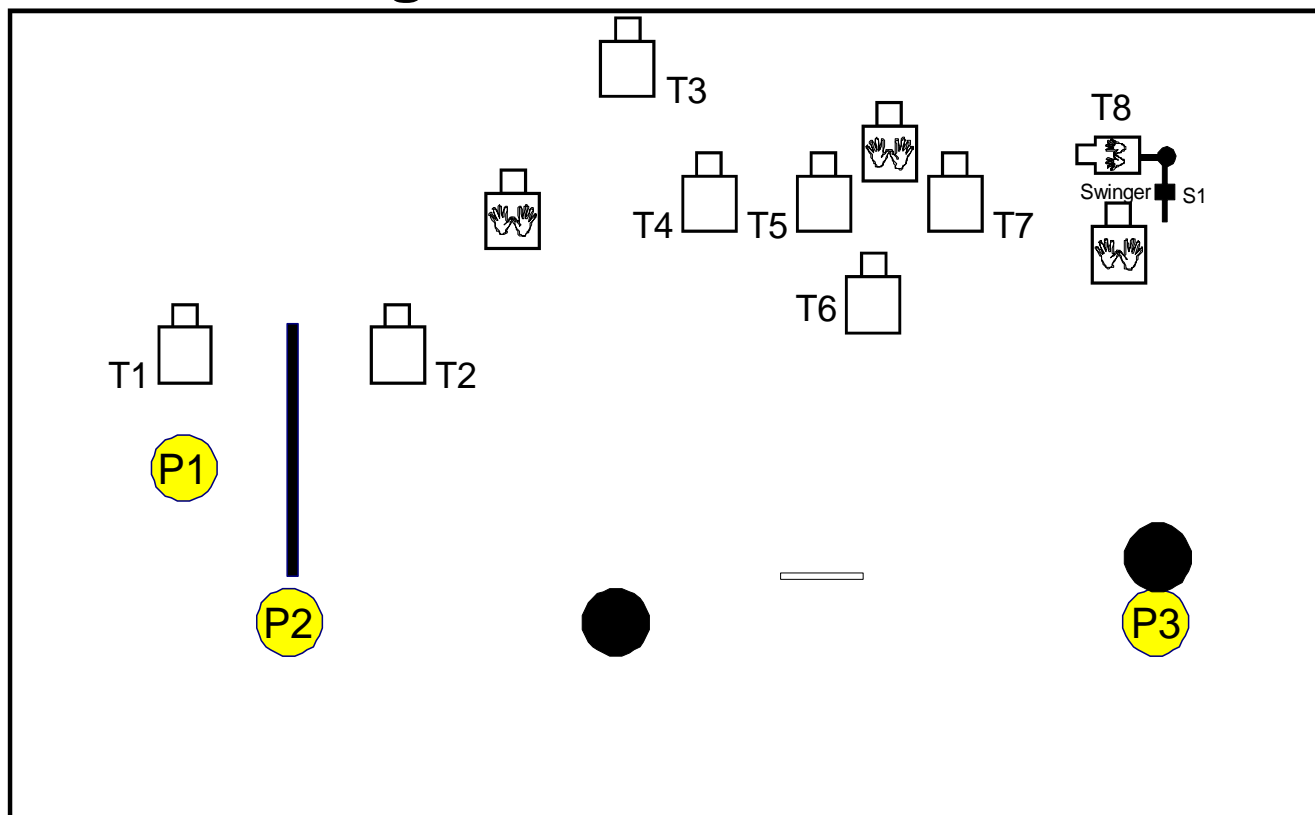
XX Indicates that the Points Down value includes some kind of penalty  
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Walk in the Park”



**Round Count:**  
String 1 = 19 Min  
Stage = 19 Min

**Vickers Count**  
(Can make up shots)

### String 1 -

Shooter starts fully loaded at **P1**.

- At the buzzer, draw and engage **T1** with **3 rounds (2 Torso and 1 Head)** while retreating to **P2**.
- At **P2**, engage **T2** with **3 rounds (2 Torso and 1 Head)**; perform a Tactical Reload and then, **while moving to P3**, engage **T3 thru T7** with **2 rounds each**.
- From **P3**, engage **S1** to activate Swinger then engage **T8** with **2 rounds**.

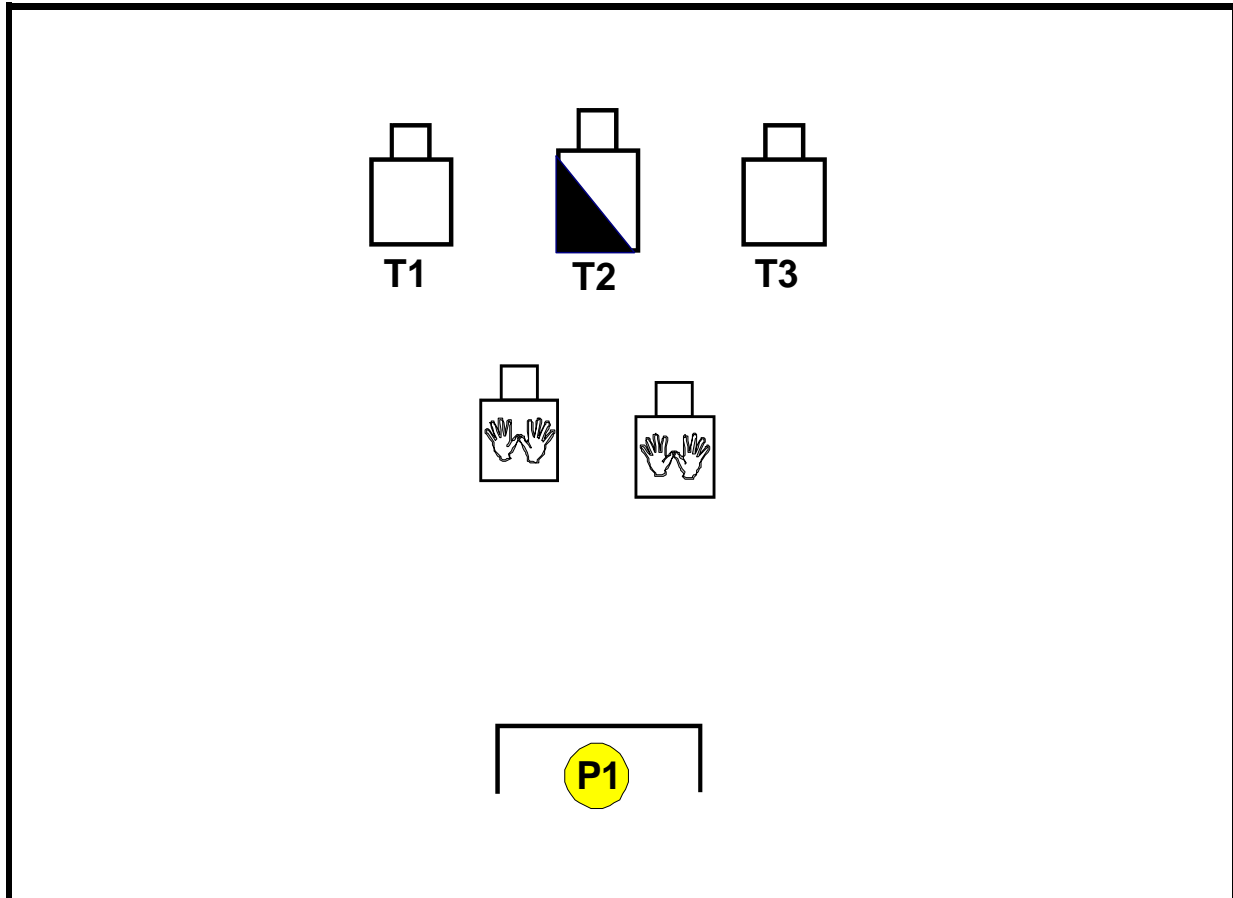
### Notes:

1. **T1 must be engaged while moving backwards to P2.**
2. Cover must be used at **P2**.
3. **DO NOT** engage **S1** until you are at **P3**.
4. **DO NOT SHOOT THE WALLS!!!**

COF designed by Mike Scott

# Range Masters “Fun” Shoot

## Stage 2 - “Shoot’em Up”



**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 targets **T1, T2 and T3** with **2 to the TORSO** and **1 to the HEAD**.
- Reload as necessary.

### String 2 -

Shooter starts fully loaded at **P1**.

- **Same as String 1.**

### Notes:

1. Shooter must stay in the outlined box for all shots.

# Range Masters “Fun” Shoot

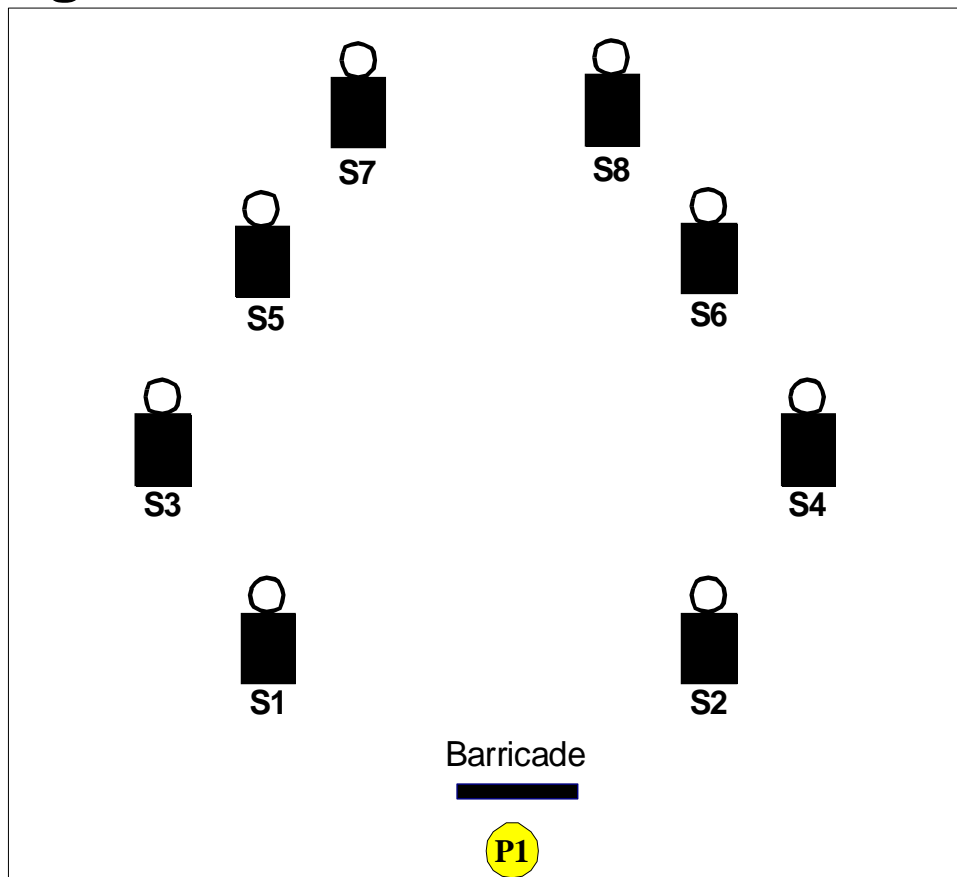
## Stage 3 - “Steel Fun”

### Round Count:

String 1 = **4 Minimum**  
String 2 = **4 Minimum**  
String 3 = **4 Minimum**  
String 4 = **4 Minimum**  
(**16** 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 the **LEFT side** row.
- Reload as necessary.

**String 2** - Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and knock down the **RIGHT side** row.
- Reload as necessary.

**String 3** - Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and knock down **S3, S4, S7, S8** in **ANY ORDER**.
- Reload as necessary.

**String 4** - Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and knock down **S1, S2, S5, S6** in **ANY ORDER**.
- Reload as necessary.

### Notes:

1. Lateral movement is allowed on all strings - Barricade is not mandatory cover.
2. For .22 shooters, a solid hit on any of the plates will count as a knock down.
3. Any plate not knocked down will count as a 5-second Miss-On-Steel penalty.