

# Range Masters "Fun" Shoot

Results for June 7, 2005

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
		Shoot Total	Points Down										
1	Stilwell, Mike	53.44	7	25.74	23.24	5	17.35	16.35	2	10.35	5.17	5.18	0
2	Collins, Ken	64.99	3	38.99	37.49	3	14.64	14.64	0	11.36	5.47	5.89	0
3	DeLeeuw, Dave	69.75	4	31.56	29.56	4	21.43	21.43	0	16.76	9.09	7.67	0
4	Outzen, Craig	77.89	14	26.53	21.53	10	29.35	27.35	4	22.01	13.66	8.35	0
5	Mousley, Roger (Rev)	85.28	16	31.22	28.22	6	37.26	32.26	10	16.80	5.70	11.10	0
6	Stone, Scott	88.08	29	41.70	32.20	19	27.29	22.29	10	19.09	7.67	11.42	0
7	Young, Ren	90.86	30	40.80	29.30	23	34.45	30.95	7	15.61	8.52	7.09	0
8	Simons, Brad	93.39	8	44.97	40.97	8	28.61	28.61	0	19.81	10.76	9.05	0
9	Bullock, Curtis	94.02	27	44.34	30.84	27	31.95	31.95	0	17.73	8.29	9.44	0
10	Simpson, Harold	104.07	16	40.67	34.17	13	41.93	40.43	3	21.47	8.25	13.22	0
11	Rees, Jerry	104.72	10	54.10	49.10	10	31.76	31.76	0	18.86	9.36	9.50	0
12	Redford, "Red" (Rev)	106.31	9	52.28	50.28	4	34.20	31.70	5	19.83	7.90	11.93	0
13	Redford, Noel	107.03	17	44.42	41.42	6	39.62	34.12	11	22.99	13.65	9.34	0
14	Scott, Michael	108.01	10	47.68	45.18	5	39.43	36.93	5	20.90	7.73	13.17	0
15	Majers, Steve	114.67	21	45.11	40.11	10	49.95	44.45	11	19.61	11.60	8.01	0
16	Simons, Jordan	116.88	6	42.69	40.19	5	30.57	30.07	1	43.62	24.35	19.27	0
17	Burney, Carl	136.97	3	63.72	62.22	3	47.00	47.00	0	26.25	11.76	14.49	0
18	Jensen, David	137.47	64	68.69	50.19	37	49.44	35.94	27	19.34	8.63	10.71	0
19	Robertson, Dennis	152.68	41	50.46	45.96	9	74.83	58.83	32	27.39	11.84	15.55	0
20	Blackett, Jim	153.24	76	57.40	39.90	35	73.35	52.85	41	22.49	11.77	10.72	0
21	Herring, Erin (.22)	177.03	24	64.75	61.25	7	67.83	59.33	17	44.45	22.04	22.41	0
22	Scott, Alan (Rev)	195.79	34	52.98	45.98	14	66.72	56.72	20	76.09	52.09	24.00	0
23	Loveless, Doug (Rev)	232.80	64	68.62	61.12	15	95.35	70.85	49	68.83	45.04	23.79	0
24	Stone, Marylee	426.59	86	95.21	80.71	29	214.24	185.74	57	117.14	73.76	43.38	0

## Notes:

- Remember, the **"Fun" Shoot** is held on the **1st** and **3rd Tuesday** of each month ( 6:30 p.m.) at Range Masters.
- You can use **ANY** handgun you want, as long as it can be safely drawn from a **strong-side holster**.
- IDPA format and scoring.

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

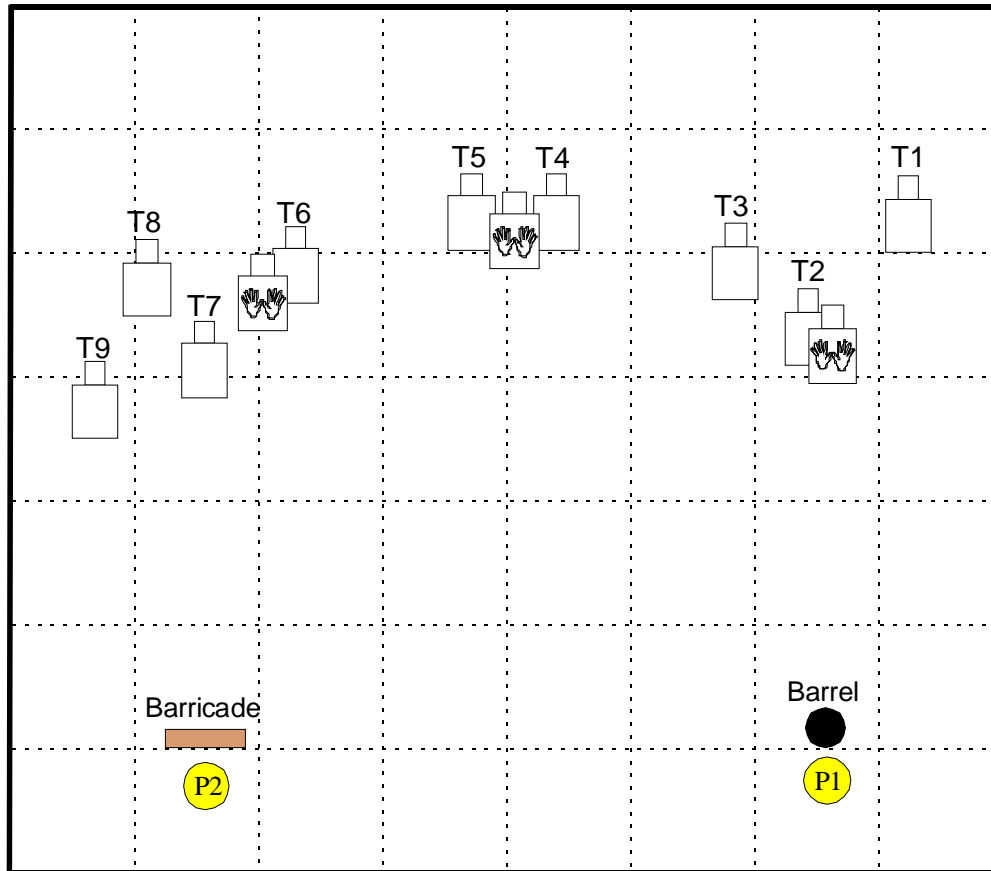
**XX** Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

(Rev) = Revolver

**DNF** = **Did Not Finish**

# Range Masters “Fun” Shoot

## Stage 1 “Cover To Cover”



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

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

**Scoring:**  
Targets are only scored  
after the shooter has  
completed all strings.

### String 1 -

Shooter starts at **P1**.

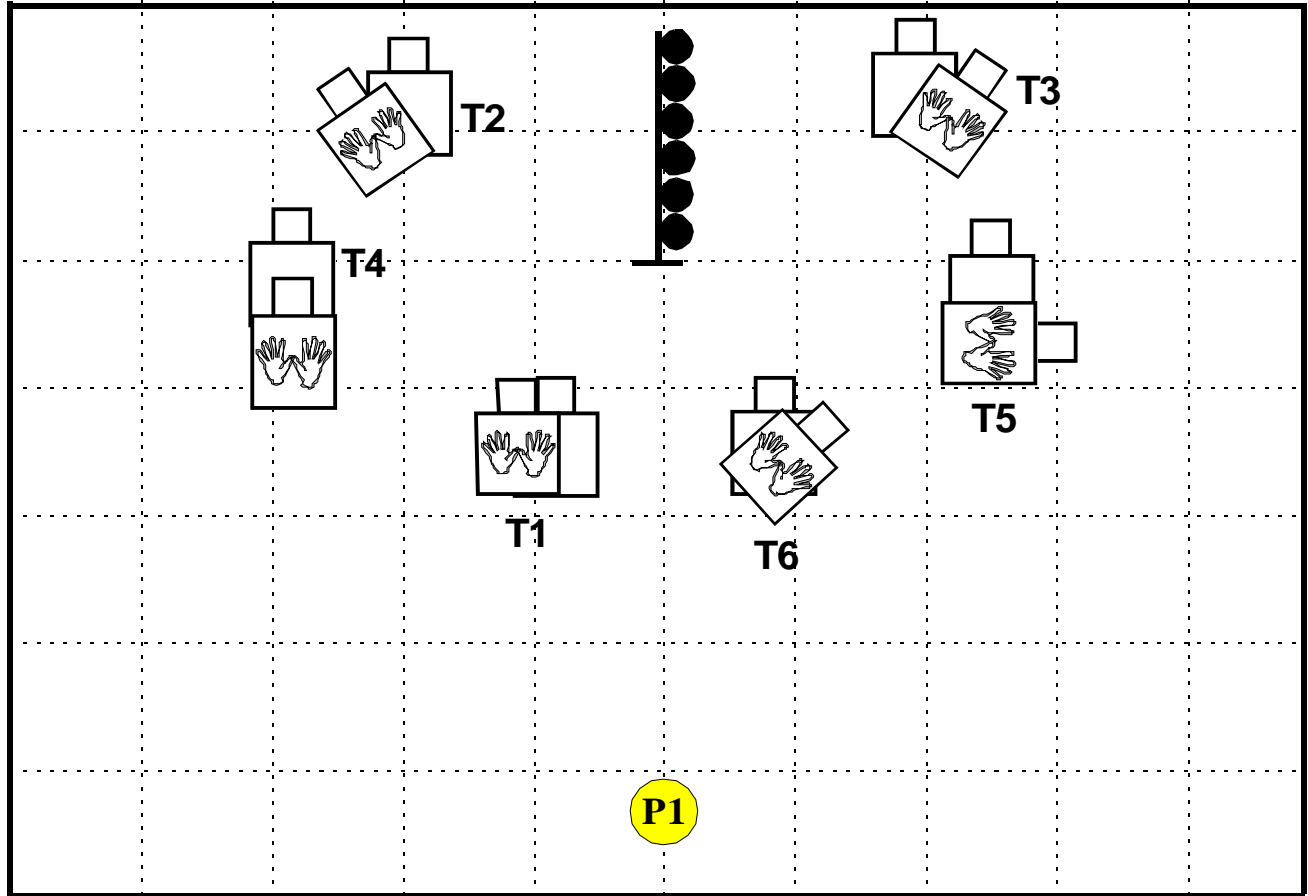
- At the sound of the buzzer, draw, kneel behind the barrel and (with proper use of cover) engage targets **T1, T2 and T3** with **1 round each** (from either side of the barrel).
- Perform a **Tactical Reload or Reload With Retention** from cover and re-engage **T1 - T3 FROM THE OPPOSITE SIDE OF THE BARREL** with **1 round each**.
- On the way to position **P2**, engage **T4 and T5** with **2 rounds each WHILE MOVING**.
- From position **P2** (with proper use of cover), engage targets **T6 - T9** with **2 rounds each** from either side of the barricade.
- Reload as necessary.

### Notes:

1. “Slice-the-Pie” at the barrel and barricade.
2. **DO NOT** engage **T6 - T9** until you reach cover at **P2**.

# Range Masters “Fun” Shoot

## Stage 2 - “Aim Carefully”



### Round Count:

String 1 = **18 minimum**  
(**18 rounds** for the stage)

### Vickers Count

(Can make up shots)

### Scoring:

Targets are only scored  
after the shooter has  
completed all Strings.

### String 1:

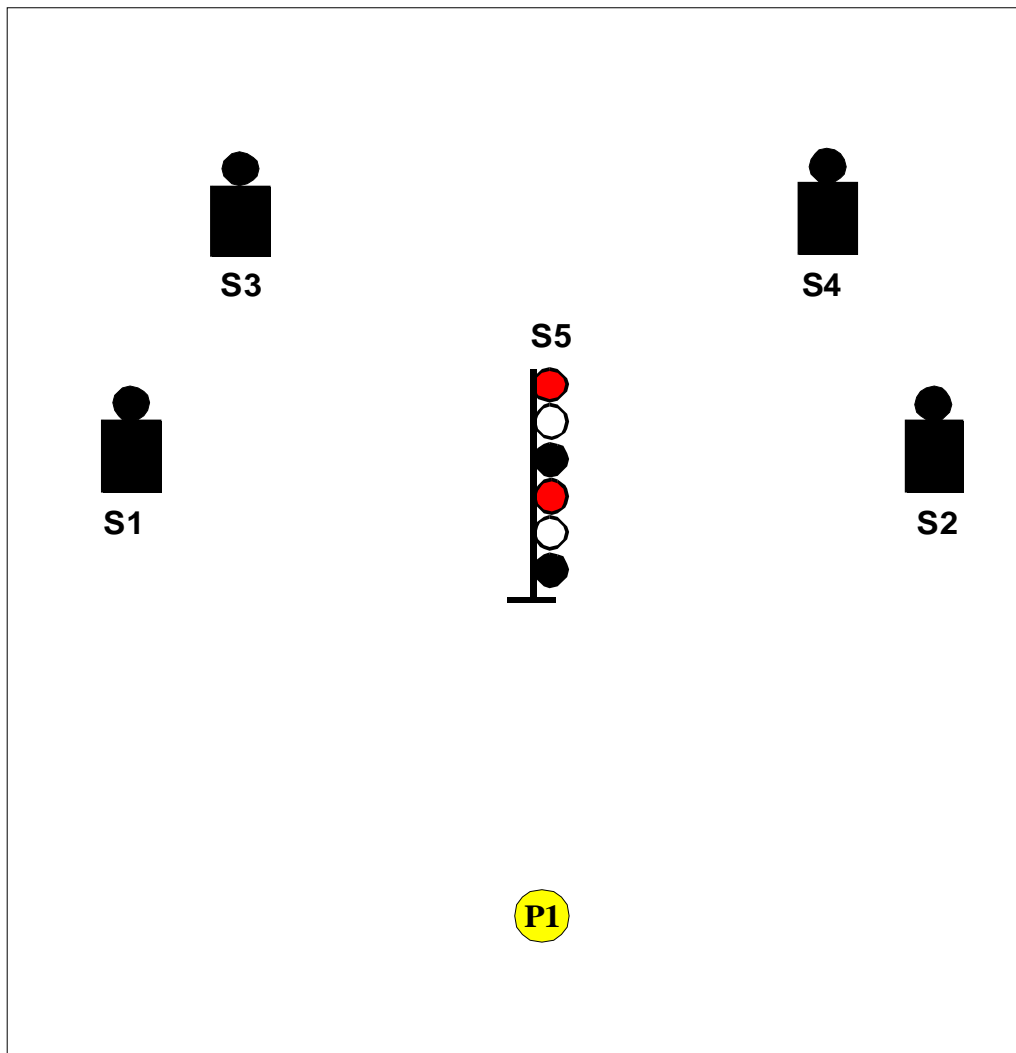
Shooter starts fully loaded at **P1** -

- At the buzzer, draw and engage the left 3 targets (**T1, T2 and T4**) in **any order** with **2 rounds each** (body or head).
- Then engage **each plate** of the Dueling Tree with **1 round**.
- Then engage the right 3 targets (**T3, T5, and T6**) in **any order** with **2 rounds each** (body or head).
- Reload as necessary

**Note:** Each hit on a non-threat will receive a 5 second penalty.

# Range Masters “Fun” Shoot

## Stage 3 - “Pick a Color”



**Round Count:** (12 rounds min. for the stage)

**Vickers count**  
(CAN make up shots)

### **String 1 - 6 rounds min.**

Shooter starts at **P1** with back to targets. The S.O. will pick the color of the plates on the Dueling Tree that the shooter will engage.

- At the sound of the buzzer, draw and engage **S5** until the 2 colored plates that the S.O. selected are on the opposite side (or a solid hit).
- Then engage **S1** thru **S4** in any order until knocked down (or a solid hit).

### **String 2 - 6 rounds min.**

Same as above except different color selected by S.O.