

Range Masters "Fun" Shoot

Results for December 21, 2010

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	String 4	String 5	PD
1	DeLeeuw, Dave	O	90.79	22	26.86	18.86	16	29.25	29.25		34.68	4.05	7.21	6.18	8.90	5.34	6
2	Majers, Steve	O	107.06	40	38.50	24.50	28	40.06	34.06	12	28.50	4.40	6.24	8.14	4.62	5.10	
3	Majers, Steve Jr.	O	112.25	28	34.39	25.39	18	43.38	38.38	10	34.48	5.91	7.75	5.83	8.87	6.12	
4	Redford, "Red"	NO	114.40	22	39.45	30.95	17	36.73	34.23	5	38.22	4.62	10.36	5.90	9.78	7.56	
5	Simons, Jordan	NO	119.21	9	44.28	43.28	2	43.04	39.54	7	31.89	4.69	8.02	6.68	7.32	5.18	
6	Hubbard, Corey	NO	125.24	29	42.59	34.09	17	39.12	33.12	12	43.53	8.27	7.25	10.70	8.67	8.64	
7	Phillips, RDan	NO	130.80	60	48.34	32.34	32	36.98	27.98	18	45.48	5.06	8.81	3.99	14.39	8.23	10
8	Richards, Bruce (1)	NO	135.98	42	50.00	41.00	18	35.07	29.07	12	50.91	6.69	10.59	5.75	16.32	5.56	12
9	Price, Mike	NO	138.13	35	46.50	30.50	32	33.58	32.08	3	58.05	5.89	27.17	8.67	11.17	5.15	
10	Butterfield, Chad	NO	141.27	54	46.75	27.75	38	47.73	39.73	16	46.79	5.99	11.09	8.63	15.59	5.49	
11	Asbell, Scott	NO	142.42	69	54.89	30.39	49	49.74	39.74	20	37.79	7.54	6.98	9.19	7.31	6.77	
12	Richards, Bruce (2)	NO	142.96	38	40.95	31.95	18	38.70	28.70	20	63.31	10.71	28.89	7.60	9.25	6.86	
13	Rees, Jerry	NO	143.83	77	41.25	26.25	30	36.78	28.28	17	65.80	4.57	14.62	9.30	16.18	6.13	30
14	Packer, Tyler (2)	NO	155.97	23	38.18	26.68	23	39.30	39.30		78.49	5.94	18.30	9.45	34.26	10.54	
15	Mauzy, Mark	NO	156.10	73	44.74	34.24	21	46.24	35.24	22	65.12	6.06	12.70	10.53	14.51	6.32	30
16	Scott, Michael Sr.	NO	157.33	43	44.21	27.71	33	35.63	30.63	10	77.49	11.41	10.05	21.38	27.46	7.19	
17	McGregor, Scott (Rev)	NO	170.81	31	62.74	52.74	20	52.93	47.43	11	55.14	7.61	19.16	6.35	17.52	4.50	
18	Robbins, Konnor	NO	173.91	56	66.93	47.43	39	61.36	52.86	17	45.62	9.51	11.12	10.39	9.40	5.20	
19	Sayer, Kelby	NO	178.33	63	45.79	35.29	21	57.33	41.33	32	75.21	5.60	35.87	7.09	13.49	8.16	10
20	Van Ausdal, Brian	NO	178.95	79	46.66	31.66	30	54.93	35.43	39	77.36	8.95	20.52	13.47	13.79	15.63	10
21	Davis, Jared	NO	188.87	99	62.37	32.87	59	44.37	27.37	34	82.13	12.88	21.36	11.04	24.51	9.34	6
22	King, Corey	NO	191.72	42	61.71	54.21	15	52.83	42.33	21	77.18	11.44	18.98	15.19	20.49	8.08	6
23	Packer, Tyler (1)	NO	192.95	58	43.93	27.43	33	87.31	74.81	25	61.71	5.89	18.67	16.38	14.48	6.29	
24	Schiess, Dagen	NO	207.65	50	45.42	31.42	28	59.79	48.79	22	102.44	9.16	59.83	15.92	10.59	6.94	
25	Jackson, Kendahl	NO	209.88	65	41.23	32.23	18	62.25	48.75	27	106.40	6.19	18.76	15.80	42.29	13.36	20
26	Ashcraft, Chuck	NO	214.99	70	55.11	38.11	34	39.98	26.98	26	119.90	25.91	27.92	10.19	41.49	9.39	10
27	Ashcraft, Chuck R.	NO	257.74	11	93.87	91.37	5	74.53	71.53	6	89.34	14.79	17.11	22.20	22.76	12.48	
28	Ashcraft, Diana	NO	283.87	77	92.41	73.41	38	74.43	54.93	39	117.03	26.61	32.39	10.91	33.97	13.15	
29	Southwick, Don	NO	306.66	111	92.58	63.58	58	92.65	71.15	43	121.43	16.28	14.25	15.11	58.45	12.34	10
30	Taylor, Stephen	NO	NT	127	121.14	102.64	37	84.84	84.84		NT	30.35	118.72	112.83	10.96	NT	90

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

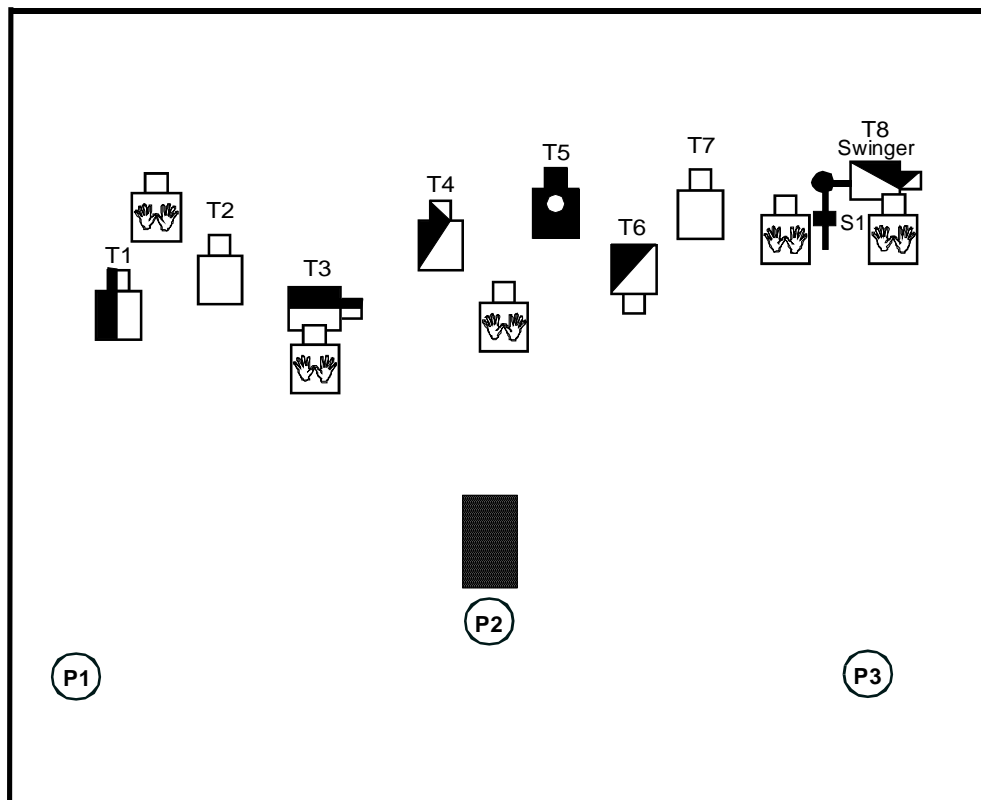
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “It’s a Hard Life!”



Round Count:
String 1 = 17 minimum
(17 rounds for the stage)

Vickers Count
(Can make up shots)

String 1 - All targets get 2 rounds (Torso or Head).

Shooter starts fully loaded at **P1**.

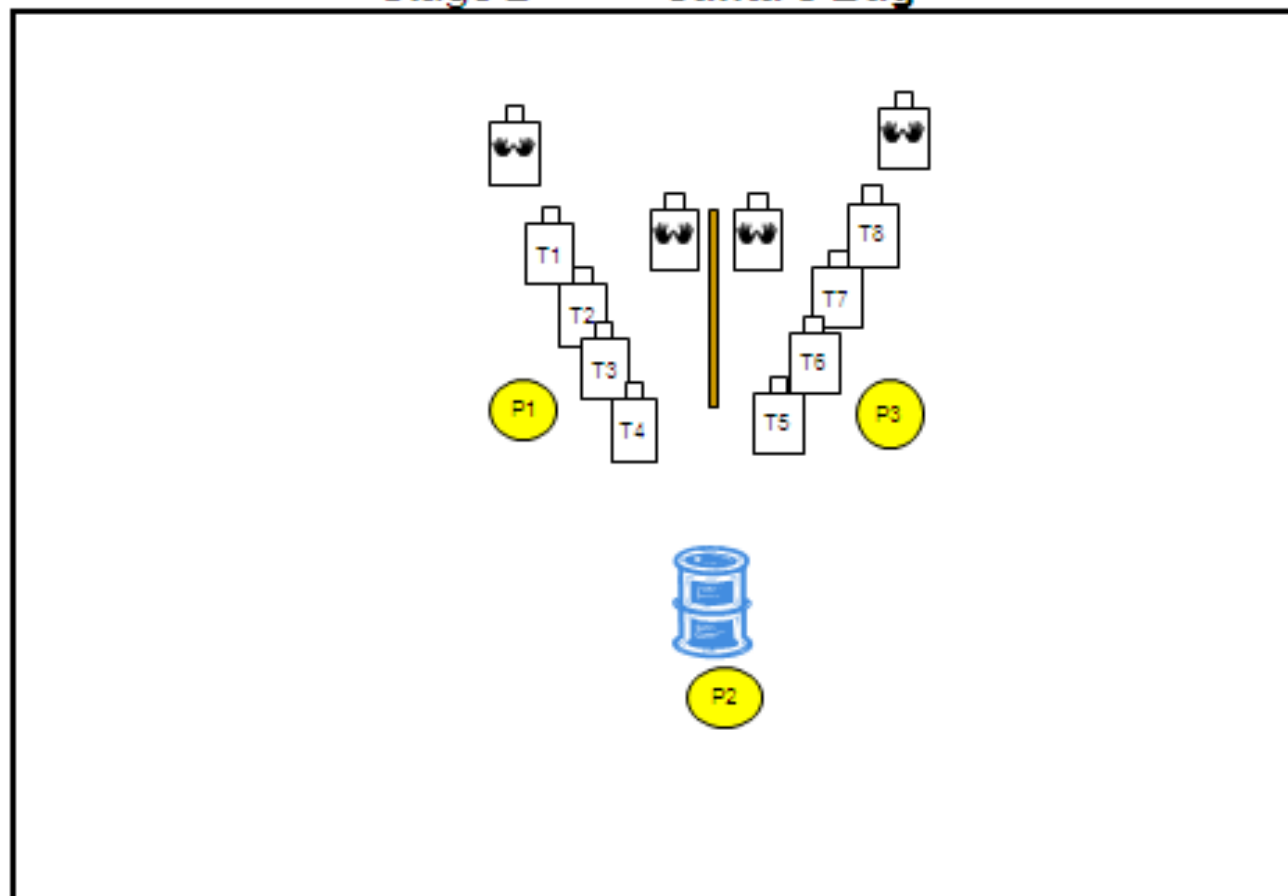
- At the sound of the buzzer, draw and **while moving to P2**, engage **T1 thru T3**.
- **From the Barricade at P2**, engage **T4 and T5** (one from the **Right side** and one from the **Left**).
- Then, **while moving to P3**, engage **T6 and T7**.
- **After reaching P3**, shoot the kick plate (**S1**) to activate the Swinger (**T8**) and engage **T8**.

Notes:

1. A full hardcover hit on **any target** is a **miss**.

Range Masters "Fun" Shoot

Stage 2 "Santa's Bag"



Round count = **18 m**

Limited Vickers Count (Can Not make up shots)

Bad elves have infiltrated Santa's workshop. Find and retrieve Santa's bag at all cost.

String 1 - Shooter starts at P1 with a fully loaded gun.

- At the sound of the buzzer, engage T1 with **1 round to the Head**.
- While moving to P2, engage T2 thru T4 with **1 round to each Head**.
- Then, while moving to P3, engage T5 thru T7 with **1 round to the Head** and T8 gets **2 rounds to the Head**.
- Pick up Santa's bag with your weak hand and continue shooting **Strong Hand Only**.
- While moving back to P2, engage T8 thru T5 with **1 round to the Torso**.
- Then, while moving to P1, engage T4 thru T2 with **1 round to the Torso** and T1 gets **2 rounds to the Torso**.

Notes -

1. Shooter must perform at least one reload during the string.

Range Masters “Fun” Shoot

Stage 3 - “Accuracy Counts”

Round Count:

String 1 = 4 rds Min.

String 2 = 4 rds Min.

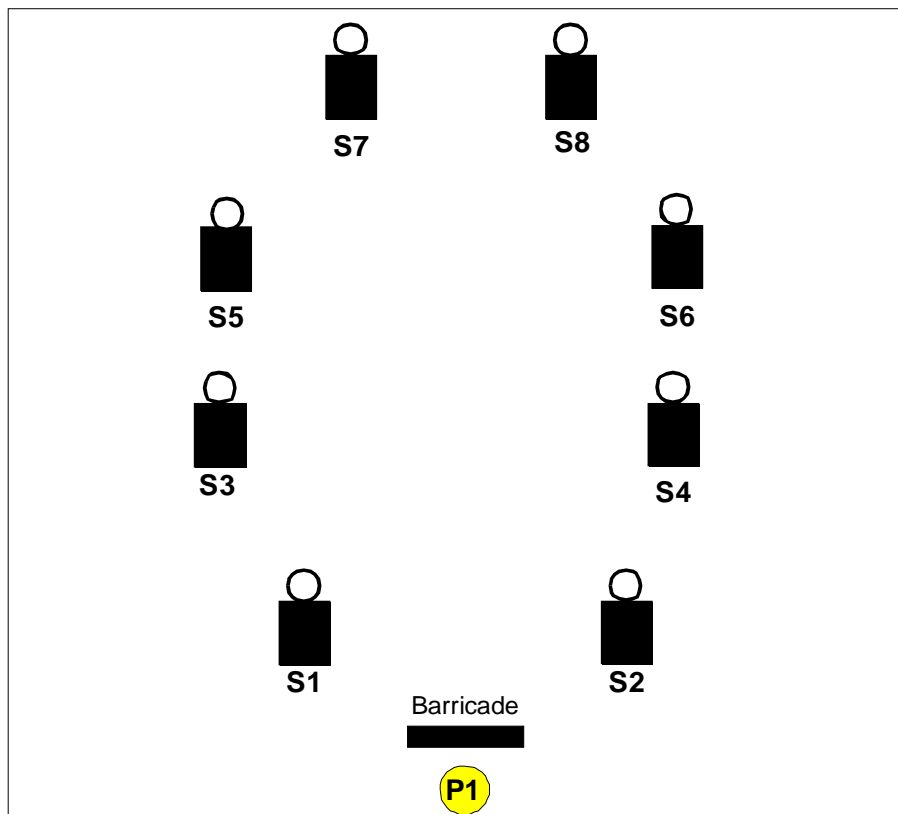
String 3 = 4 rds Min.

String 4 = 4 rds Min.

String 5 = 4 rds Min.

Vickers Count

(Can make up shots)



String 1 - Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and shoot **S1** thru **S4** in any order.
- Reload as necessary.

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

- At the sound of the buzzer, draw and shoot **S5** thru **S8** in any order.
- Reload as necessary.

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

- At the sound of the buzzer, draw and shoot **S1**, **S6**, **S2** then **S5** in order.
- Reload as necessary.

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

- At the sound of the buzzer, draw and shoot **S3**, **S7**, **S4** then **S8** in order.
- Reload as necessary.

String 5 - Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and shoot **any 4 plates you want**.
- Reload as necessary.

Notes -

1. On Strings **3** and **4**, plates **must be knocked down in order** before next plate is engaged.
2. A solid hit on any of the plates will count as a hit.
3. All plates left standing will be counted as a 5-second Miss-On-Steel penalty.