

# Range Masters "Fun" Shoot

Results for May 5, 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	PD
1	Kemp, Tony	O	51.25	3	20.69	19.19	3	10.93	10.93	0	19.63	11.03	8.60	0
2	Kemp, Tony	O	56.30	8	30.39	28.89	3	8.04	5.54	5	17.87	9.75	8.12	0
3	McGregor, Scott	NO	66.28	19	24.62	23.12	3	10.74	5.74	10	30.92	16.64	11.28	6
4	DeLeeuw, Dave	O	66.40	26	33.71	23.21	21	12.88	10.38	5	19.81	10.34	9.47	0
5	Peterson, Andy (2)	NO	70.28	14	33.04	26.04	14	14.28	14.28	0	22.96	12.70	10.26	0
6	Wakamatsu, Josh (4)	NO	75.54	36	29.66	26.66	6	22.24	12.24	20	23.64	10.11	8.53	10
7	Majers, Steve Jr.	O	77.94	18	24.51	18.01	13	16.97	14.47	5	36.46	26.15	10.31	0
8	Peterson, Andy (1)	NO	79.00	18	31.10	27.10	8	18.90	13.90	10	29.00	11.14	17.86	0
9	Wakamatsu, Josh (9)	NO	80.61	51	30.65	22.65	16	29.63	12.13	35	20.33	10.23	10.10	0
10	Clark, David	NO	82.53	36	35.74	25.24	21	24.17	16.67	15	22.62	11.99	10.63	0
11	Sorenson, Sam	NO	82.66	24	36.97	27.47	19	17.10	14.60	5	28.59	8.89	19.70	0
12	Olson, Landon	NO	84.27	2	24.44	23.44	2	10.88	10.88	0	48.95	24.56	24.39	0
13	Majers, Steve	O	87.26	23	26.73	20.23	13	14.71	9.71	10	45.82	25.95	19.87	0
14	Spensko, Shane	NO	91.98	10	34.57	29.57	10	21.56	21.56	0	35.85	17.89	17.96	0
15	Phillips, RDan	NO	98.92	6	36.05	33.05	6	15.26	15.26	0	47.61	34.94	12.67	0
16	Price, Mike	NO	109.50	25	36.84	29.84	14	18.84	16.34	5	53.82	22.84	27.98	6
17	Bustillos, Jesus	NO	128.60	62	46.65	38.15	17	35.47	12.97	45	46.48	29.14	17.34	0
18	Nielson, Scott	NO	129.99	49	56.33	44.83	23	25.90	15.90	20	47.76	20.48	24.28	6
19	Ursulich, Ryan	NO	130.41	71	38.33	25.83	25	35.88	15.88	40	56.20	26.34	26.86	6
20	Waldo, Ralph	NO	133.19	59	42.87	24.37	37	24.01	19.01	10	66.31	26.40	33.91	12
21	Redford, Thomas (.22)	NO	136.67	41	47.13	39.13	16	32.60	20.10	25	56.94	22.71	34.23	0
22	Redford, "Red" (Rev)	NO	138.01	60	56.99	37.49	39	24.39	16.89	15	56.63	29.20	24.43	6
23	Mallon, Jim	NO	141.55	13	58.42	54.42	8	23.18	20.68	5	59.95	36.62	23.33	0
24	Duncan, Dave	NO	143.16	51	41.24	28.24	26	24.47	11.97	25	77.45	48.31	29.14	0
25	Brough, Stewart (2)	NO	145.90	49	49.91	40.41	19	32.79	17.79	30	63.20	40.63	22.57	0
26	Carroll, Christopher	NO	148.25	37	72.33	59.33	26	39.45	33.95	11	36.47	18.40	18.07	0
27	Van Ausdal, Brian	NO	158.64	68	52.50	32.00	41	25.45	17.95	15	80.69	50.25	24.44	12
28	Baird, Skyler	NO	164.44	107	47.46	36.46	22	42.57	20.07	45	74.41	36.96	17.45	40
29	Lamb, Jared	NO	177.53	58	48.44	36.94	23	33.88	16.38	35	95.21	73.04	22.17	0
30	Chischillie, Tyson	NO	178.76	56	38.56	28.06	21	35.93	18.43	35	104.27	46.45	57.82	0
31	Murray, Mark	NO	187.47	110	47.02	39.52	15	64.44	16.94	95	76.01	34.60	41.41	0
32	Nielson, Scott (Rev)	NO	189.08	76	67.90	62.90	10	65.95	35.95	60	55.23	39.79	12.44	6
33	Scott, Michael Sr.	NO	193.61	141	52.59	39.59	26	70.11	12.61	115	70.91	37.81	33.10	0
34	Brough, Stewart (1)	NO	196.70	89	66.21	46.71	39	44.99	19.99	50	85.50	50.82	34.68	0
35	Chischillie, Tyson	NO	233.96	82	51.87	33.37	37	49.59	27.09	45	132.50	89.08	43.42	0
36	Lamb, Dana	NO	327.61	118	72.40	48.40	48	52.11	27.11	50	203.10	99.91	93.19	20

**Notes:**

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

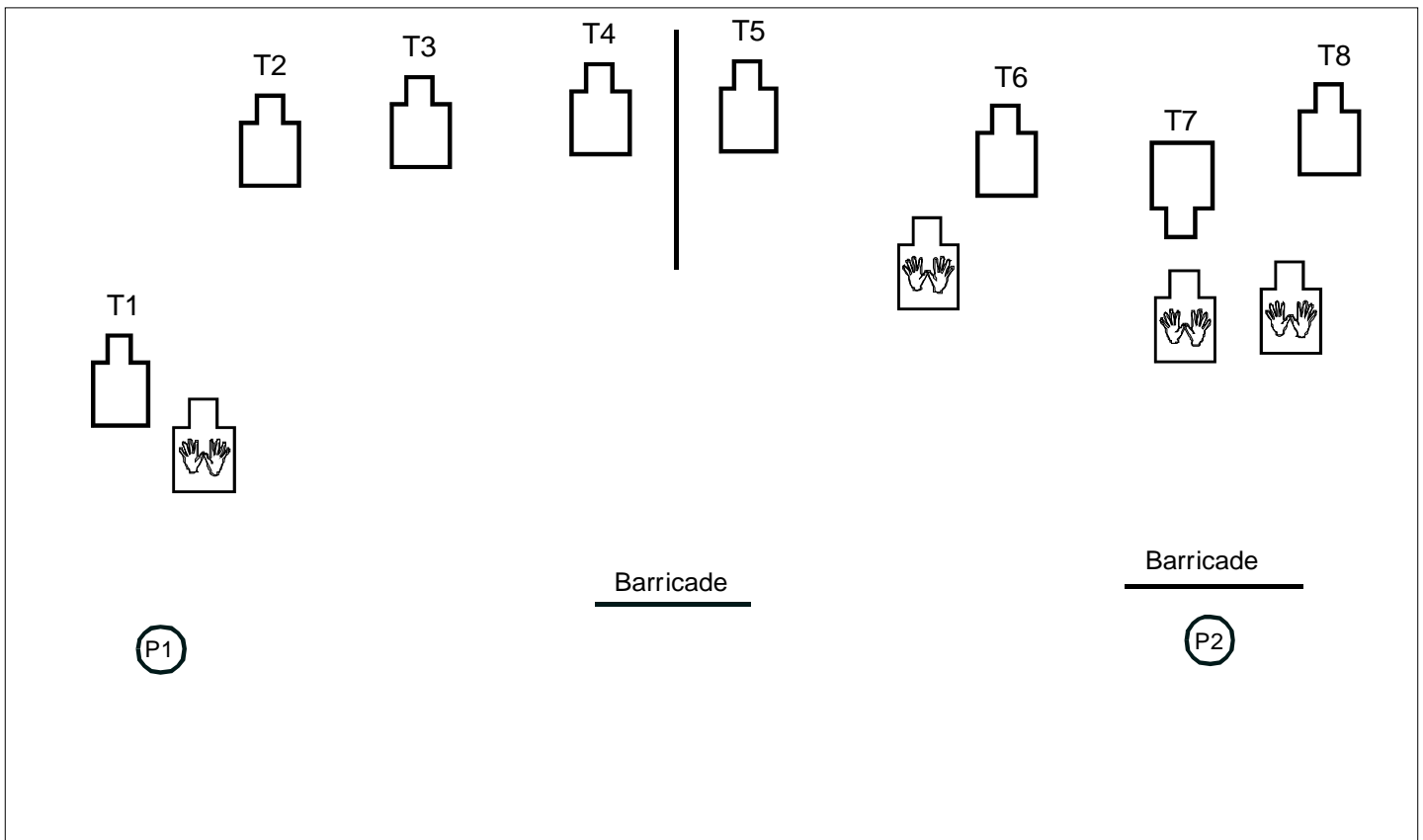
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “From Here to There”



**Round Count:**  
String 1 = **16 Minimum**  
(**16** rounds for the stage)

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

### String 1 -

Shooter starts fully loaded at **P1**.

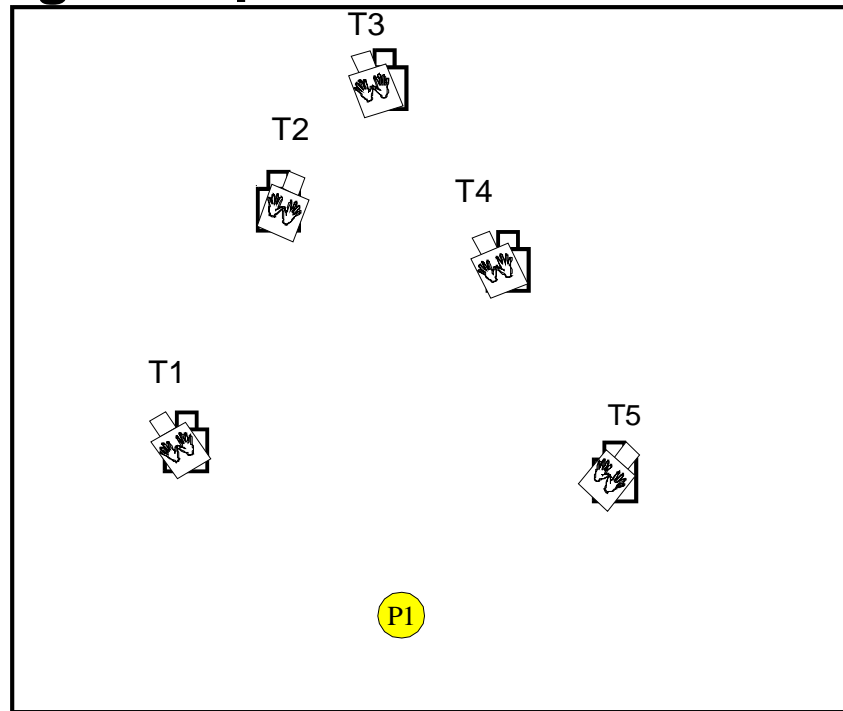
- At the sound of the buzzer, draw and engage **all threat targets** with **2 rounds** to the **Body while moving to P2**.
- Shooter starts at **P1** and **must finish from P2**.
- Use cover where available or shoot on the move.
- Reload as necessary, but **must perform at least 1 reload** during the string.

### Notes:

1. **DO NOT SHOOT THE WALLS!**
2. While engaging targets, shooter must be moving, or properly using cover, or a procedural penalty will be assessed.
3. Shooter **MAY NOT ADVANCE** down range past **P1/P2**.

# Range Masters “Fun” Shoot

## Stage 2 - “¡Cinco Muchachos Malos!”



**Round Count:**  
**10 Rds. Max**

**Limited Vickers Count**  
**(Cannot make up shots.)**

**Whilst in the midst of enjoying your Corona Cerveza with some neighborhood chicas, a group of 5 Cinco De Mayo haters take your friends as hostages. It's either them or you, Mi Amigo.**

**String 1:** Start at **P1** with fully loaded firearm.

- At the sound of the buzzer, draw and engage targets **T1** thru **T5** in any order, with **2 rounds** to the **head only**.
- Reload as necessary.

### **Notes:**

1. A hit on a non-threat resulting in a fatal injury (solid head shot or “0”body ring) will result in a penalty of **50 points down!!!!** It sucks, but that's what happens when you shoot your friends.
2. Oh yeah, and don't shoot the walls.
3. Happy Cinco De Mayo--Please shoot responsibly.

# Range Masters “Fun” Shoot

## Stage 3 - “More Off-Hand Practice”

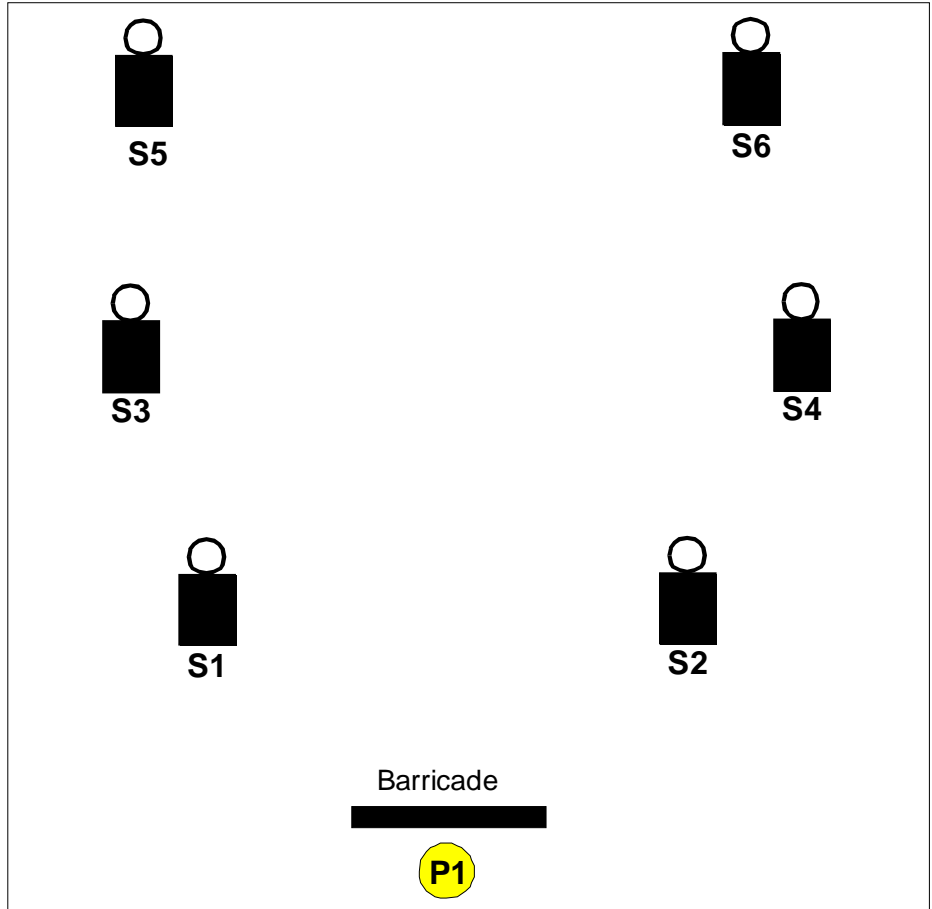
### Round Count:

String 1= 6 Rnds Min.

String 2= 6 Rnds Min.

### Vickers Count

(Can make up shots)



### String 1 -

Shooter starts at **P1** with **8 rounds max.**

If normally a **Right-Handed** shooter:

- At the sound of the buzzer, draw and knock down **S1, S3** and **S5** from the **Right Side of the Barricade.**
- **Transition the gun to the weak hand** and knock down **S2, S4** and **S6** from the **Left Side of the Barricade.**
- Reload as necessary (**see Note 2**), and shooter may top off to **8 rounds max.** between Strings.

If normally a **Left-Handed** shooter:

- At the sound of the buzzer, draw and knock down **S2, S4** and **S6** from the **Left Side of the Barricade.**
- **Transition the gun to the weak hand** and knock down **S1, S3** and **S5** from the **Right Side of the Barricade.**
- Reload as necessary (**see Note 2**), and shooter may top off to **8 rounds max.** between Strings.

### String 2 - (Remember Note 2 for reloads.)

Shooter starts as in String 1, but with the **firearm in the weak hand** at the **low ready.**

- **If starting with the Left Hand**, order is **S2, S4** and **S6** from the **Left Side** of the Barricade then transition to the **Right Hand** and **Right Side** of the Barricade for **S1, S3** and **S5.**
- **If starting with the Right Hand**, order is **S1, S3** and **S5** from the **Right Side** of the Barricade then transition to the **Left Hand** and **Left Side** of the Barricade for **S2, S4** and **S6.**

### Notes:

1. All strings can be shot freestyle using the support hand.
2. **Reloads must be made with the firearm in whichever hand is used at the time.**