

Range Masters "Fun" Shoot

Results for August 17, 2010

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	PD
1	Wakamatsu, Josh (2)	NO	86.45	30	34.35	28.85	11	31.84	10.45	11.89	19	20.26	12.42	7.84	
2	Wakamatsu, Josh (1)	NO	95.32	17	33.89	27.89	12	28.21	11.49	14.22	5	33.22	23.26	9.96	
3	Majers, Steve	O	119.95	62	44.98	31.48	27	41.74	10.12	14.12	35	33.23	24.00	9.23	
4	Phillips, RDan	NO	120.57	61	47.29	40.29	14	44.74	9.43	11.81	47	28.54	14.16	14.38	
5	Price, Mike	NO	123.48	35	44.39	32.89	23	38.84	14.66	18.18	12	40.25	27.28	12.97	
6	Kemp, Tony	NO	123.98	57	47.01	34.51	25	42.12	10.90	15.22	32	34.85	20.35	14.50	
7	Kemp, Tony	NO	130.84	42	43.88	38.38	11	43.12	9.91	17.71	31	43.84	16.01	27.83	
8	Scott, Michael Sr.	NO	149.43	62	45.74	34.74	22	47.25	11.34	15.91	40	56.44	29.98	26.46	
9	Spensko, Shane	NO	159.91	47	57.78	48.28	19	50.80	13.65	23.15	28	51.33	20.48	30.85	
10	Rees, Jerry (Rev)	NO	160.60	50	43.75	35.25	17	75.24	26.87	31.87	33	41.61	21.11	20.50	
11	Redford, Thomas (.22)	NO	164.60	64	51.99	37.99	28	55.63	17.04	20.59	36	56.98	26.76	30.22	
12	Van Ausdal, Brian	NO	170.22	118	67.62	36.62	62	58.03	12.82	17.21	56	44.57	28.63	15.94	
13	Redford, "Red" (Rev)	NO	174.77	29	51.26	47.26	8	68.50	23.64	40.36	9	55.01	26.05	22.96	12
14	Mallon, Jim	NO	179.54	67	62.28	54.28	16	67.40	20.10	21.80	51	49.86	29.60	20.26	
15	Reese, Howard	O	184.13	60	46.23	36.23	20	42.68	9.93	12.75	40	95.22	83.49	11.73	
16	Clark, David (Rev)	NO	185.49	50	71.57	55.07	33	50.33	19.12	22.71	17	63.59	44.61	18.98	
17	Jeppson, John	NO	198.59	84	59.94	38.94	42	55.59	20.48	17.11	36	83.06	46.03	34.03	6
18	Walker, Henry	NO	216.71	66	86.44	77.94	17	63.38	19.71	22.17	43	66.89	22.71	41.18	6
19	Murray, Mark	NO	236.05	108	59.76	39.26	41	57.71	16.32	17.89	47	118.58	55.60	52.98	20
20	Hines, Tyler	NO	337.34	118	73.82	50.32	47	53.42	10.13	17.79	51	210.10	121.10	79.00	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.)

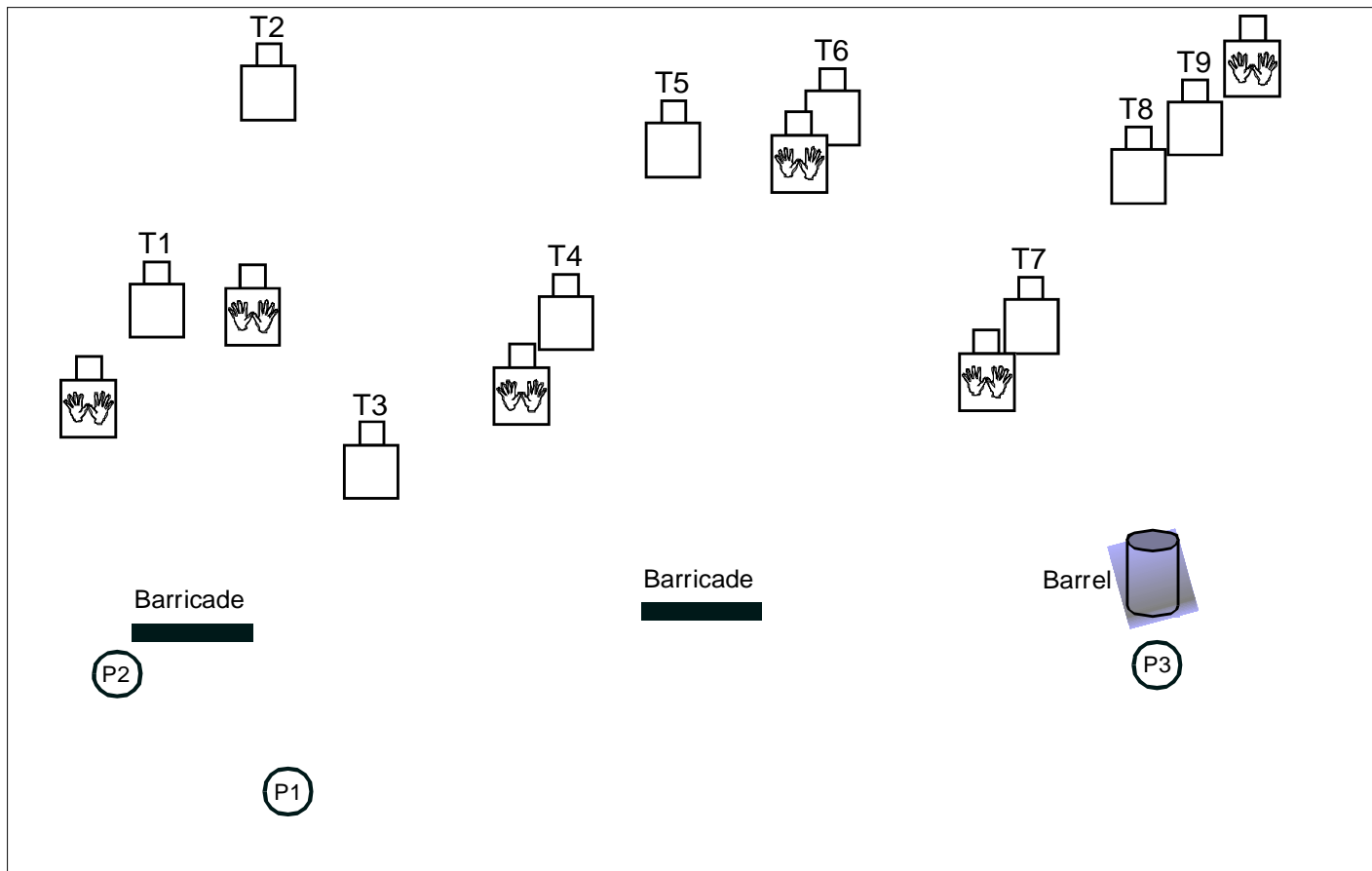
DNF = Did Not Finish

NS = No Score

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “Fun with a Gun”



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**.

All targets get **1 shot to the TORSO** and **1 shot to the HEAD**.

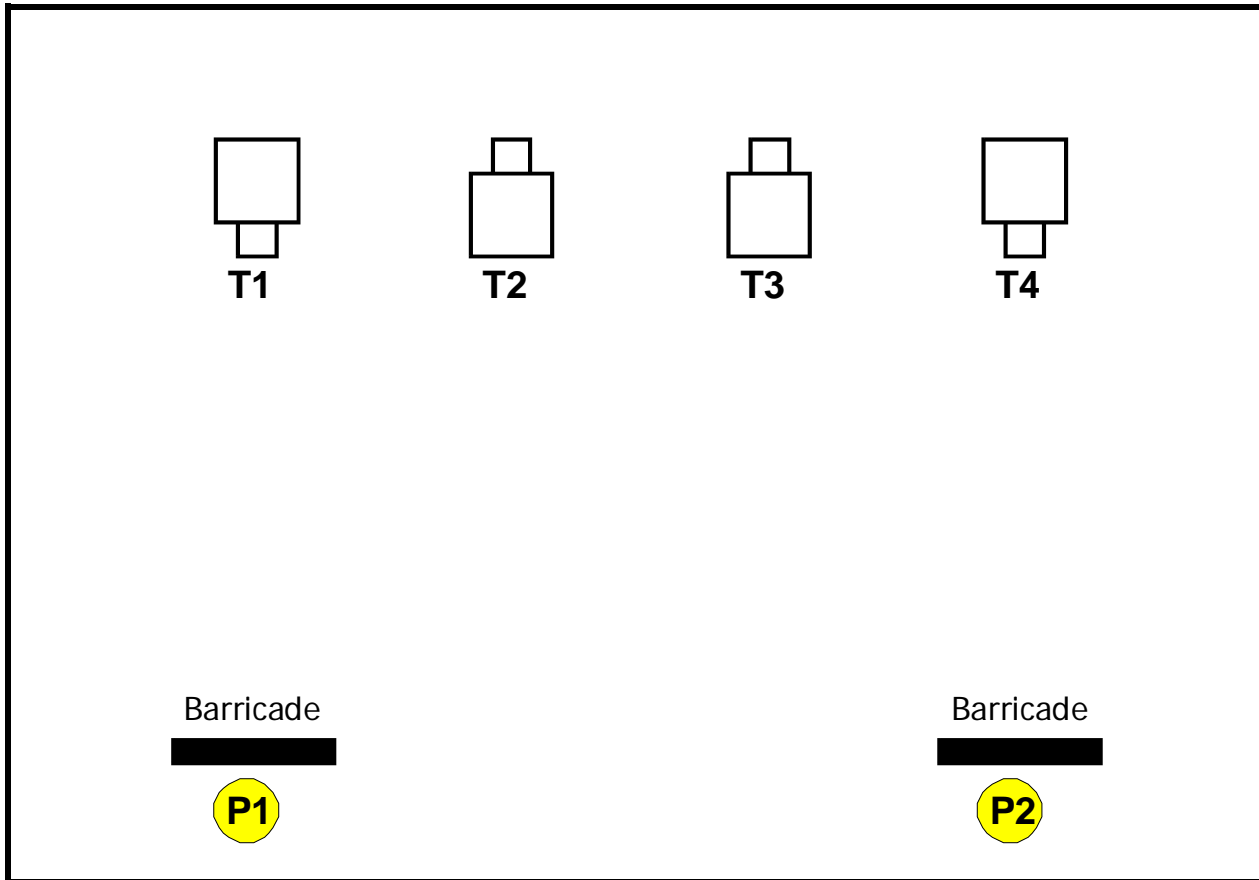
- At the sound of the buzzer, draw and move to **P2** where you will engage **T1** from the **LEFT side of the barricade**.
- Then, while moving to **P2**, engage the rest of the targets either **while moving** or with the **proper use of cover**.

Notes:

- **DO NOT SHOOT THE WALLS!!!**
- Shooter must perform **at least one reload** during the string.
- While engaging targets, shooter must either be moving or properly using cover. Failure to do so will result in a procedural penalty.

Range Masters “Fun” Shoot

Stage 2 - “Pop and Stop Again”



Round Count:

String 1 = **12 Minimum**
String 2 = **12 Minimum**
(**24** rounds for the stage)

Limited Vickers Count

(Cannot make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the buzzer, draw, and from the **RIGHT side of the barricade**, engage **all targets** with **2 rounds to each TORSO only in Tactical Sequence** (1-1-1-2-1-1-1).
- Then, **while moving to P2**, engage **all targets** with **1 round to each TORSO only**.
- Reload as necessary

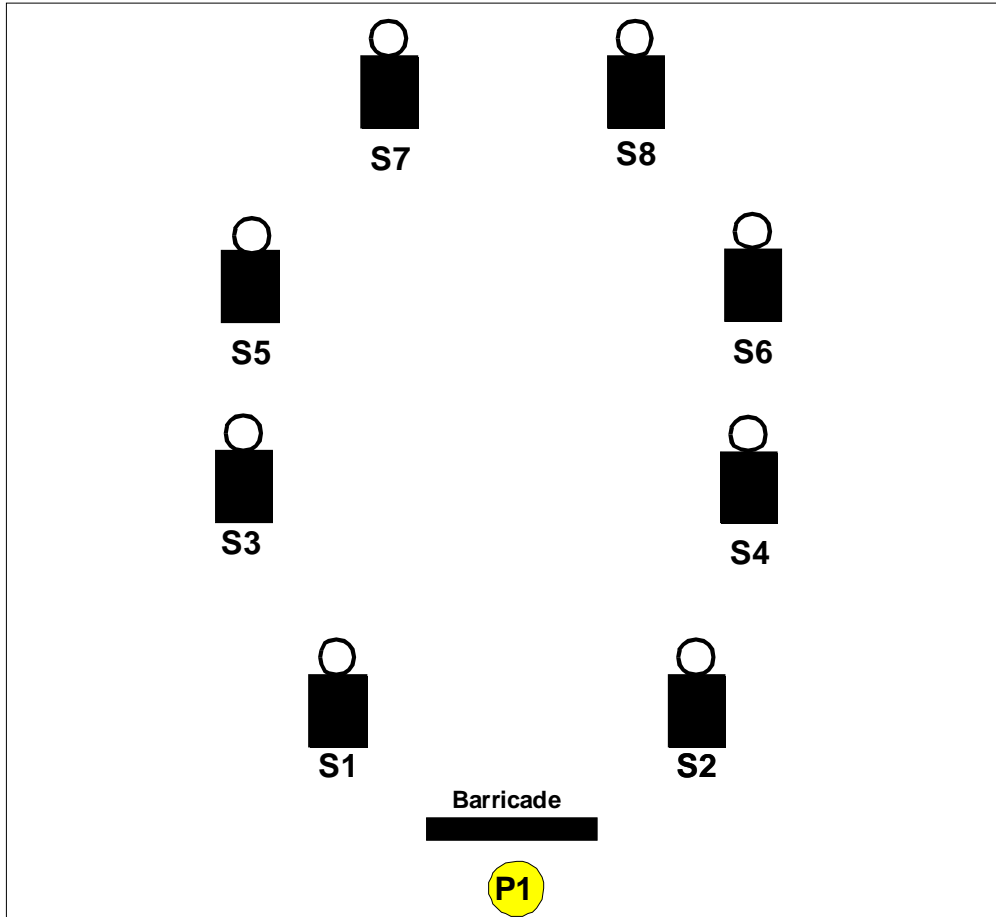
String 2 -

Shooter starts fully loaded at **P2**.

- At the buzzer, draw, and from the **LEFT side of the barricade**, engage **all targets** with **2 rounds to each HEAD in Tactical Sequence** (1-1-1-2-1-1-1).
- Then, **while moving to P1**, engage **all targets** with **1 round to each TORSO only**.
- Reload as necessary.

Range Masters “Fun” Shoot

Stage 3 - “8 Plates Up, 8 Plates Down”



Round Count:
String 1 = 8 Rds. Min.
String 2 = 8 Rds. Min.
Stage = 16 Rds. Minimum

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 plates on **one side of the Bay** from **FRONT TO BACK** from **one side of the Barricade** and then the plates on the **other side of the Bay** from **BACK TO FRONT** from the **other side of the Barricade**.
- Reload as necessary.

String 2 -

Shooter starts fully loaded at P1.

- Knock down all plates in **any order** using **one or both sides of the Barricade** utilizing **proper cover**.
- Reload as necessary.

Notes -

1. A solid hit on any of the plates will count as a knock down.
3. All plates left standing will be counted as a 5-second Miss-On-Steel penalty.