

Range Masters "Fun" Shoot

Results for September 1, 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	Wakamatsu, Josh (2)	NO	60.83	14	18.08	15.08	6	23.66	20.66	6	19.09	9.33	8.76	2
2	Olson, Landon	NO	68.07	8	17.60	16.10	3	23.75	22.25	3	26.72	12.33	13.39	2
3	Wakamatsu, Josh (1)	NO	70.72	12	18.89	15.89	6	30.69	27.69	6	21.14	10.14	11.00	
4	Peterson, Andy (1)	NO	76.05	14	17.64	15.64	4	28.72	24.22	9	29.69	9.44	19.75	1
5	Sorenson, Sam	NO	86.34	17	22.68	19.18	7	32.66	30.16	5	31.00	15.37	13.13	5
6	Peterson, Andy (2)	NO	99.80	36	25.83	13.83	24	39.76	36.26	7	34.21	9.01	22.70	5
7	Hubbard, Corey	NO	106.58	30	26.97	21.97	10	47.05	37.05	20	32.56	17.87	14.69	
8	Spensko, Shane	NO	112.39	17	23.91	20.41	7	40.92	37.42	7	47.56	25.24	20.82	3
9	Asbell, Scott	NO	113.59	1	32.40	31.90	1	37.81	37.81		43.38	15.33	28.05	
10	Redford, "Red" (Rev)	NO	114.89	11	30.93	27.93	6	36.48	34.48	4	47.48	22.50	24.48	1
11	Phillips, RDan	NO	115.54	11	28.48	26.48	4	34.25	32.75	3	52.81	27.35	23.46	4
12	Rees, Jerry (Rev)	NO	122.45	23	28.93	22.43	13	57.31	52.31	10	36.21	20.47	15.74	
13	Smith, Micah	NO	124.86	35	24.59	17.09	15	41.61	40.61	2	58.66	21.33	28.33	18
14	Price, Mike	NO	128.87	24	30.51	23.51	14	53.37	49.37	8	44.99	25.32	18.67	2
15	Woodruff, Weston	NO	129.88	25	26.60	20.10	13	35.91	34.91	2	67.37	36.84	25.53	10
16	Mallon, Jim	NO	139.48	15	31.74	28.24	7	49.57	45.57	8	58.17	34.24	23.93	
17	Butler, Dave Jr. (2)	NO	144.38	37	29.34	19.84	19	51.05	47.55	7	63.99	35.02	23.47	11
18	Rhoades, Caleb	NO	147.03	54	32.01	29.01	6	54.62	41.12	27	60.40	35.86	14.04	21
19	Scott, Michael Sr.	NO	147.18	19	33.28	25.28	16	73.18	72.18	2	40.72	16.12	24.10	1
20	Mallon, Jim	NO	149.67	21	35.00	30.00	10	53.69	50.69	6	60.98	20.21	38.27	5
21	Rhoades, Caleb	NO	158.75	34	32.64	27.64	10	48.93	40.43	17	77.18	40.93	32.75	7
22	Butler, Dave Jr. (1)	NO	175.56	21	34.48	30.48	8	78.88	74.38	9	62.20	28.35	31.85	4
23	Martin, BJ	NO	179.07	36	40.47	30.47	20	68.31	62.81	11	70.29	30.56	37.23	5
24	Walker, Henry	NO	184.89	14	37.08	33.08	8	67.32	66.82	1	80.49	26.43	51.56	5
25	Albrecht, Coby	NO	218.93	39	50.88	40.38	21	83.37	79.37	8	84.68	44.69	34.99	10
26	McCandless, Larry	NO	219.75	33	34.18	31.18	6	45.66	43.66	4	139.91	83.40	45.01	23
27	Butler, David III	NO	294.78	120	33.30	25.30	16	104.19	94.19	20	157.29	84.38	30.91	84
28	Hart, Kasey (1)	NO	DNF	DNF	33.92	24.92	18	66.14	33.14	66	DNF	DNF	DNF	
29	Hart, Kasey (2)	NO	DNF	DNF	34.50	22.50	24	47.45	37.45	20	DNF	77.37	DNF	
30	McCandless, Larry	NO	DNF	DNF	37.62	18.12	39	50.50	46.00	9	DNF	64.88	DNF	14

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.)

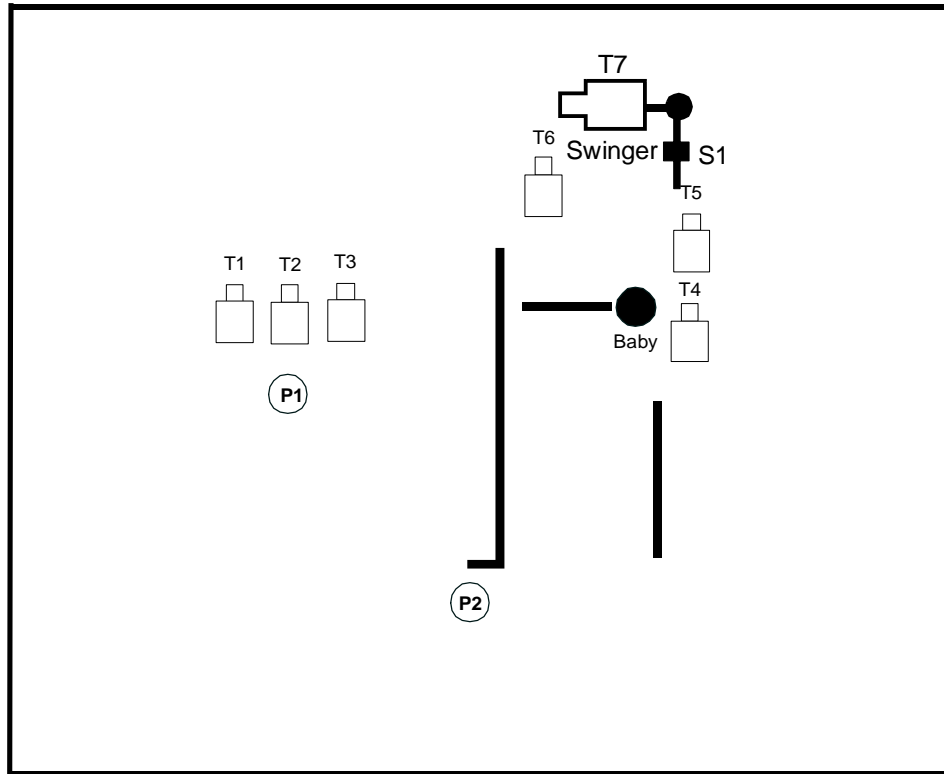
DNF = Did Not Finish

NS = No Score

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “Save the Baby!”



Round Count:
String 1 = **15 minimum**
(**15** rounds for the stage)

Vickers Count
(Can make up shots)

Situation:

You have come to pick up your child only to find that a gang of kidnappers want to hold it for ransom. Three thugs stop you outside the house to tell you of their plans and that they have friends inside with your child. You've decided to thwart the attempt.

String 1 -

Shooter starts loaded and holstered at **P1**.

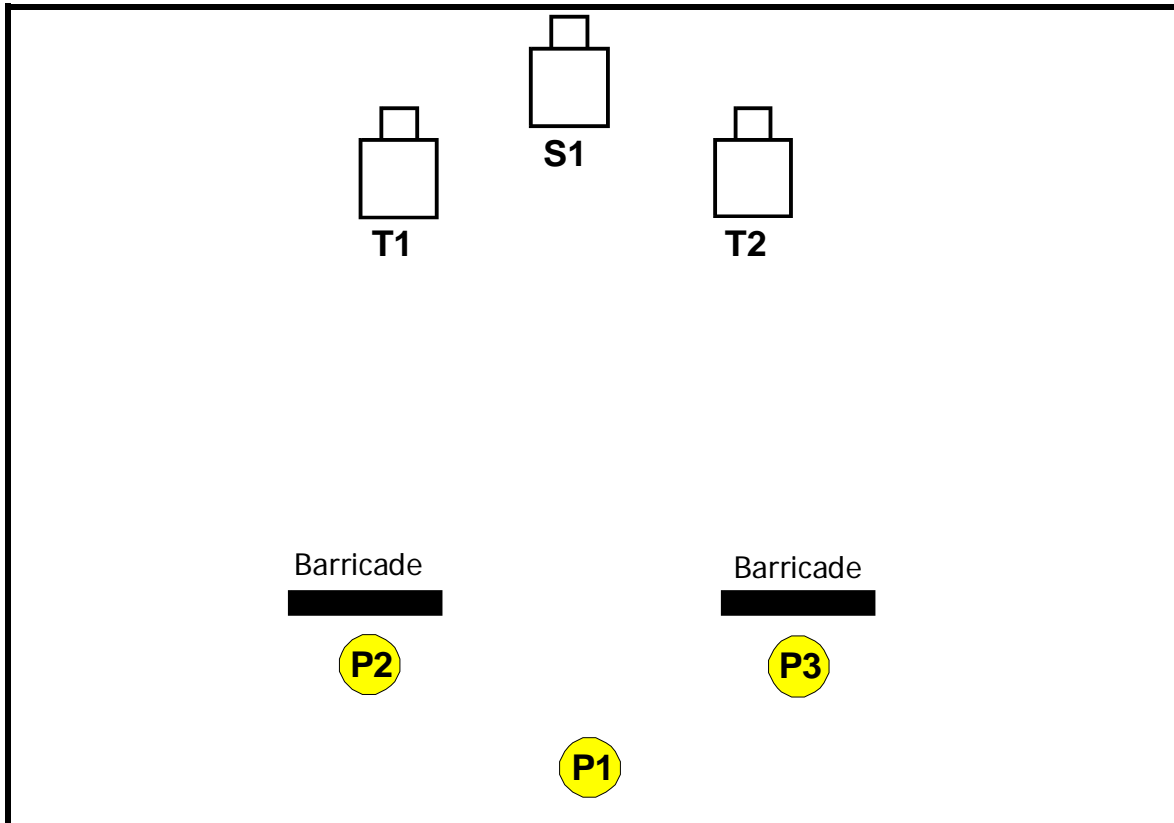
- At the signal, draw and while retreating to **P2**, engage immediate threats, **T1-T3**, with **2 rounds each in Tactical Sequence**.
- From **P2**, while properly using cover, engage **T4** and **T5** with **2 rounds each**, then proceed down the hallway and engage **T6** with **2 rounds** as it becomes visible.
- Pick up and cradle the baby with the weak hand, and while retreating, using the **Strong Hand Only**, engage the **Swinger trip plate (S1)** and then **2 rounds** to the **Swinger (T7)**.

Notes:

1. Cover must be properly used while engaging targets.
2. Shooter must maintain proper muzzle control throughout the string.
4. Shooting the wall will result in penalties.
5. Intentionally shooting the wall with result in disqualification.

Range Masters “Fun” Shoot

Stage 2 - “Keep Things Straight”



Round Count:

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

Vickers Count

(Can make up shots)

String 1 -

Shooter starts at **P1** with **no more than 10 rounds** in the gun and **their back to the targets**.

- At the buzzer, turn, draw, and engage targets with the **following pattern from each**

position:

Paper target gets **1 round**

Steel target gets **2 rounds**

Other Paper target gets **1 round**

Steel target gets **2 rounds**

Sequence must be **Paper -Steel - Paper - Steel**

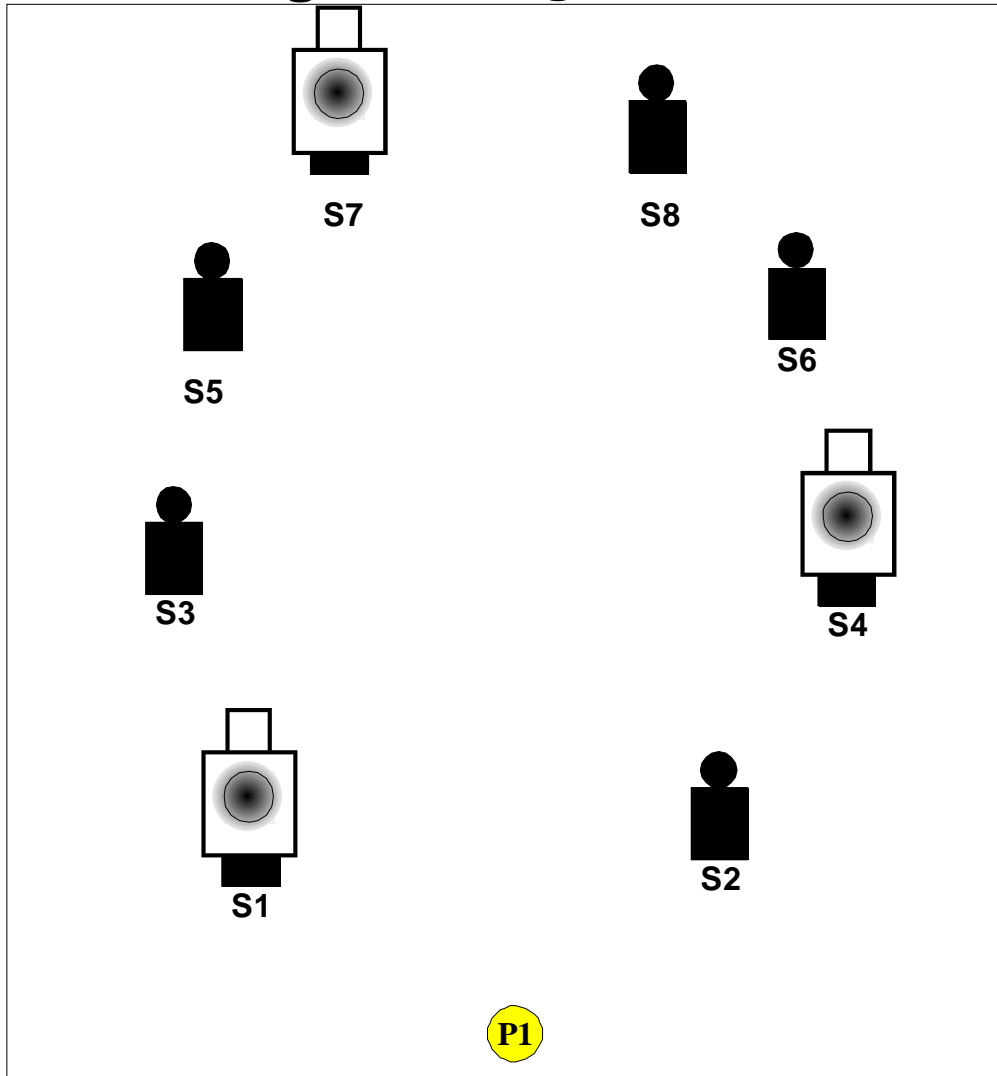
- Reload as necessary.

Notes:

1. **When shooting from P2**, the shooter **must use the RIGHT hand** from the **RIGHT side** of the Barricade. (Support hand may be used.)
2. **When shooting from P3**, the shooter **must use the LEFT hand** from the **LEFT side** of the Barricade. (Support hand may be used.)
3. **Proper cover must be utilized** from the **P2** and **P3** positions.

Range Masters “Fun” Shoot

Stage 3 - “Tight Shots”



Round Count:
String 1 = 8 Minimum
String 2 = 8 Minimum
Stage Total = 16 Minimum

Vickers Count
(Can make up shots)

String 1 -

Shooters starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage targets **S2, S3, S5, S6** and **S8** in any order until plates fall.
- Then engage targets **S1, S4,** and **S7** in any order until plates fall.
- Reload as needed, but when the string is done, **do not reload for the next string.**

String 2 -

Shooters starts holstered with the remaining rounds from String 1.

- At the sound of the buzzer, draw and engage targets **S1, S4, S7** in any order until plates fall.
- Then engage targets **S2, S3, S5, S6** and **S8** in any order until plates fall.

Notes:

1. All hits on paper targets will score points down. All hits will count!!
2. A head shot on paper without knocking down plate will be a miss-on-steel.