

Range Masters "Fun" Shoot

Results for November 2, 2011

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	Olson, Landon	NO	72.36	24	22.99	21.99	2	21.59	9.60	10.99	2	27.78	8.43	9.35	20
2	Hubbard, Corey	NO	98.95	32	33.78	27.28	13	40.45	15.63	15.32	19	24.72	10.75	13.97	
3	Majers, Steve	O	102.31	53	33.77	29.27	9	33.04	12.62	13.42	14	35.50	9.36	11.14	30
4	DeLeeuw, Dave	O	107.99	45	31.30	30.80	1	27.19	13.12	12.07	4	49.50	9.74	19.76	40
5	Kemp, Tony	NO	115.67	25	29.33	28.83	1	47.31	16.73	28.58	4	39.03	12.66	16.37	20
6	Kemp, Tony	O	120.46	43	34.15	33.65	1	48.94	18.42	19.52	22	37.37	12.25	15.12	20
7	Price, Mike	NO	123.52	51	43.82	39.82	8	39.96	13.41	15.05	23	39.74	15.06	14.68	20
8	Phillips, R Dan	NO	127.71	71	37.88	35.38	5	45.12	12.21	17.91	30	44.71	13.07	13.64	36
9	Sorenson, Sam	NO	133.39	101	41.07	32.57	17	51.67	14.34	15.33	44	40.65	10.38	10.27	40
10	Majers, Steve Jr.	O	141.54	95	40.02	32.02	16	61.48	14.87	25.11	43	40.04	11.06	10.98	36
11	Ursulich, Ryan	NO	143.33	141	44.99	26.99	36	62.52	12.85	12.17	75	35.82	9.74	11.08	30
12	Clark, David	NO	144.15	54	44.33	40.83	7	64.12	20.92	24.70	37	35.70	13.45	17.25	10
13	Waldo, Ralph	NO	145.09	57	46.13	40.63	11	60.10	20.64	31.46	16	38.86	11.60	12.26	30
14	Scott, Michael	NO	146.21	90	54.66	51.66	6	54.39	12.35	15.04	54	37.16	10.62	11.54	30
15	Lines, Jeremy (2)	NO	147.37	62	44.55	40.55	8	71.30	24.03	30.27	34	31.52	10.05	11.47	20
16	Jiles, Tyler	NO	162.86	32	52.85	49.35	7	75.24	32.69	35.05	15	34.77	14.93	14.84	10
17	Lines, Jeremy (1)	NO	165.08	102	53.30	44.30	18	63.78	23.42	23.36	34	48.00	11.35	11.65	50
18	Wall, Stew	NO	174.69	122	68.09	39.59	57	41.11	12.91	8.70	39	65.49	32.38	20.11	26
19	Higbee, Nate	NO	193.66	159	59.99	48.49	23	74.15	15.72	15.43	86	59.52	18.66	15.86	50
20	Davies, Evan	NO	200.48	198	61.05	49.05	24	71.91	12.28	12.63	94	67.52	12.41	15.11	80
21	Van Ausdal, Brian (Rev)	NO	206.00	128	66.39	56.89	19	74.79	23.62	21.67	59	64.82	19.32	20.50	50
22	Sandgren, Shelby (.22)	NO	258.32	157	77.39	62.89	29	115.60	38.77	37.83	78	65.33	20.14	20.19	50

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.)

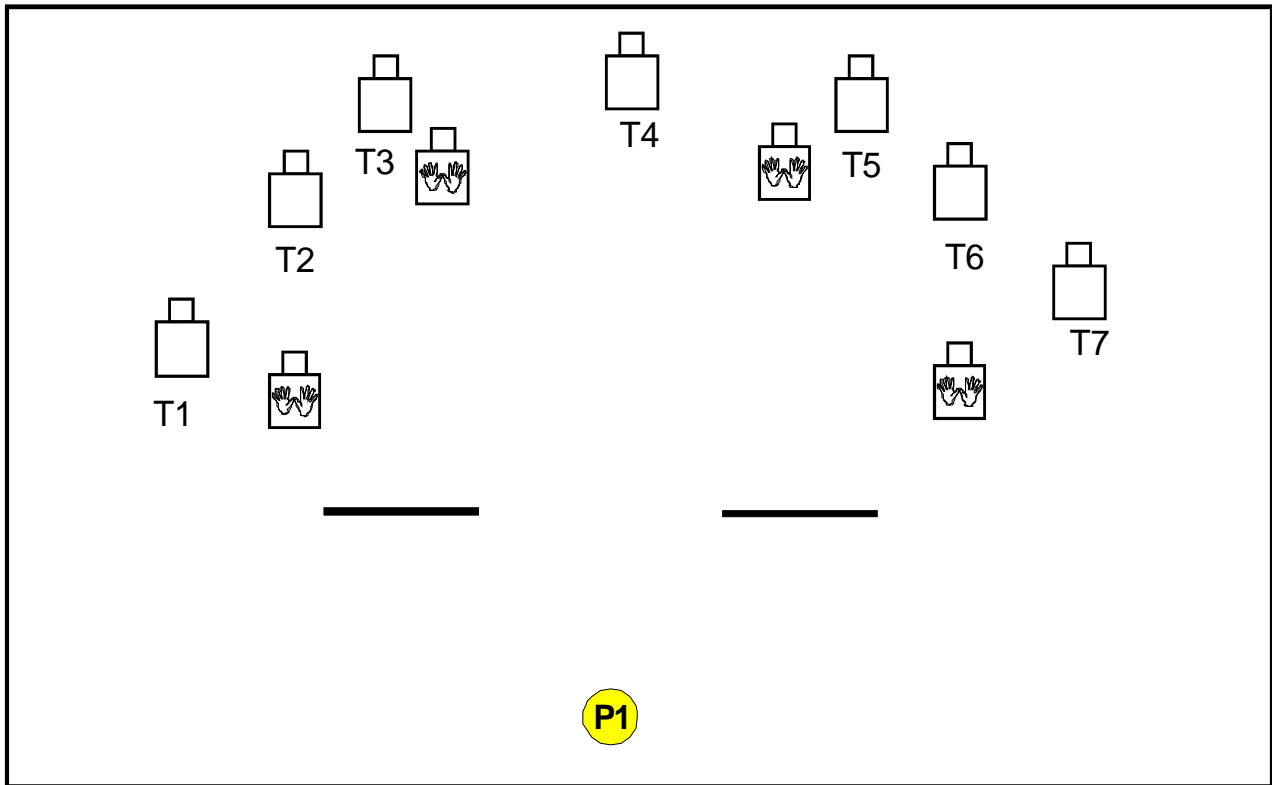
DNF = Did Not Finish

NS = No Score

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “You Decide”



Round Count:
String 1 = 21 Min
Stage = 21 Min

Vickers Count
(Can make up shots)

String 1 -

Shooter starts at **P1** with gun loaded with **no more than 11 rounds (10+1)**.

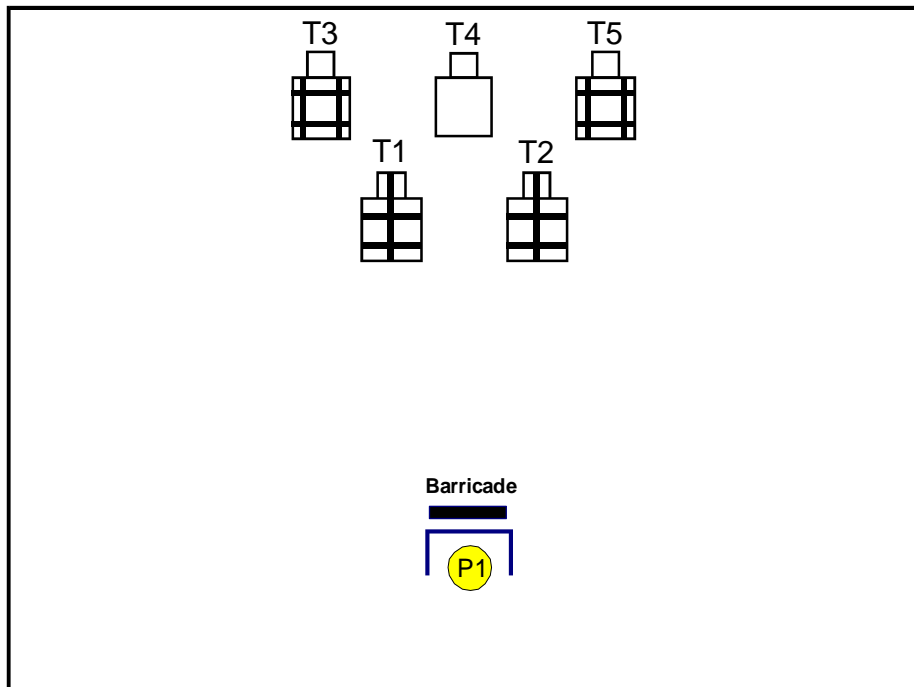
- At the sound of the buzzer, **move to cover** and **engage all targets** with **three rounds each — two body, one head**.

Notes:

1. **DO NOT SHOOT THE WALLS!!!**
2. **All targets get three rounds — two body, one head.**
3. **All targets must be engaged from behind cover.**

Range Masters “Fun” Shoot

Stage 2 - “Strip Shoot”



Round Count:

String 1 = **10 Minimum**
String 2 = **10 Minimum**
(**20** rounds for the stage)

Vickers Count

(Can make up shots.)

Note from RDan:

Lately I have had a lot of accuracy problems so I hatched up this target form.

Hits in black are a no-shoot and count as a penalty for every hit, so be careful. For your own challenge, try to use more than 1 area for your bullet strikes.

Scenario - Perps charging you have new strip-armor that not only deflects your bullets, but cause a check against you with Homeland Security...

String 1-

Shooter starts fully loaded at **P1**.

- At buzzer, draw and engage **T1 - T5** with **1 round** to each **TORSO** and **1 round** to each **HEAD** in **TACTICAL SEQUENCE** (1-1-1-1-2-1-1-1-1) from **one side of the Barricade**.

CANNOT make up any shots until all targets have received their initial 2 shots.

String 2-

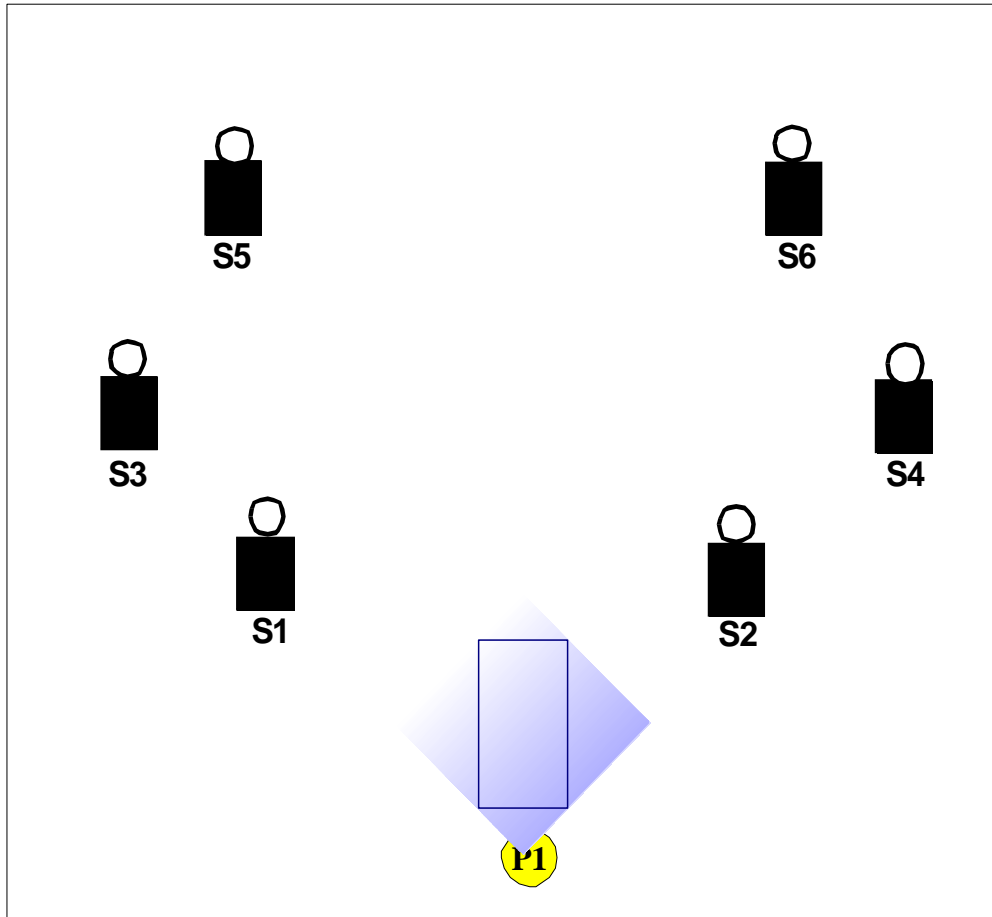
- **Same as String 1**, but in **TACTICAL PRIORITY** (2-2-2-2-2) from the **other side of the Barricade**.

Notes:

1. **Cover must be properly used.**
2. **DO NOT shoot the walls!**

Range Masters “Fun” Shoot

Stage 3 - “Limited Steel”



Round Count:

String 1 = **6 Maximum**
String 2 = **6 Maximum**
(12 rounds for the stage)

Limited Vickers Count

(Can Not make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S1, S3, & S5** from the **Left side of the barricade**, then engage **S2, S4, & S6** from the **Right side of the barricade**.

String 2 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S6, S4 & S2** from the **Left side of the barricade**, then engage **S5, S3, & S1** from the **Right side of the barricade**.

Notes:

1. **One shot per Plate** and they must be shot in order specified.
2. **Plates not knocked down** will be a **Miss on Steel**.
3. **Weapon will be reholstered** after each string.
4. **Shooter may reload** between strings.