

# Range Masters "Fun" Shoot

Results for January 17, 2012

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	PD
1	Olson, Landon	NO	68.94	6	26.43	26.43		20.93	17.93	6	21.58	6.54	5.01	10.03	
2	DeLeeuw, Dave	O	82.35	10	38.35	33.35	10	20.12	20.12		23.88	5.84	5.08	12.96	
3	Sorenson, Sam	NO	96.17	27	32.88	29.88	6	24.33	18.83	11	38.96	7.08	11.48	15.40	10
4	Reese, Howard	O	99.01	33	46.34	36.84	19	25.87	18.87	14	26.80	9.12	6.49	11.19	
5	Finn, James (9)	NO	107.54	39	44.89	34.39	21	34.83	25.83	18	27.82	9.23	7.65	10.94	
6	Moffat, Joel	NO	108.07	12	47.17	41.67	11	25.85	25.35	1	35.05	10.60	11.14	13.31	
7	Finn, James (4)	NO	114.91	41	46.74	37.74	18	34.28	25.78	17	33.89	9.00	10.13	11.76	6
8	Rees, Jerry (2)	NO	115.38	61	39.34	34.84	9	46.68	23.68	46	29.36	7.06	10.17	9.13	6
9	Phillips, R Dan	NO	115.46	49	38.67	30.67	16	38.26	26.76	23	38.53	15.01	6.89	11.63	10
10	Rees, Jerry (1)	NO	123.12	39	48.10	39.10	18	45.41	34.91	21	29.61	8.09	8.28	13.24	
11	Woodruff, Weston	NO	123.93	27	54.84	49.84	10	30.71	22.21	17	38.38	9.81	13.97	14.60	
12	Clark, David (Rev)	NO	126.23	11	60.88	56.38	9	36.76	35.76	2	28.59	7.34	7.90	13.35	
13	Coombs, Ryan	NO	126.53	66	50.18	30.68	39	27.82	22.32	11	48.53	11.48	11.58	17.47	16
14	Stepp, Jared (1)	NO	129.20	32	61.47	49.47	24	28.87	24.87	8	38.86	10.67	11.48	16.71	
15	Spensko, Shane	NO	147.66	60	61.93	42.93	38	43.59	32.59	22	42.14	17.61	9.01	15.52	
16	Stepp, Jared (2)	NO	150.30	63	54.71	48.21	13	38.43	28.43	20	57.16	14.61	15.76	11.79	30
17	Price, Mike	NO	166.60	39	64.92	53.92	22	40.33	34.83	11	61.35	26.80	17.21	14.34	6
18	Coombs, Ryan	NO	167.36	110	66.44	44.44	44	41.86	23.86	36	59.06	8.63	10.63	24.80	30
19	Scott, Michael	NO	175.42	111	57.24	46.74	21	41.70	26.70	30	76.48	10.61	12.62	23.25	60
20	Mikkelsen, Mike	NO	187.47	156	57.40	34.40	46	44.64	29.64	30	85.43	18.31	12.39	14.73	80
21	Sandgren, Shelby (.22)	NO	221.55	107	77.07	63.07	28	73.84	49.34	49	70.64	17.89	19.59	18.16	30
22	Van Ausdal, Brian (Rev)	NO	232.57	119	70.38	54.88	31	84.03	50.03	68	78.16	21.20	11.56	35.40	20
23	Stuart, Tamara	NO	335.86	87	135.38	103.88	63	65.81	58.81	14	134.67	38.17	27.45	64.05	10

**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.)

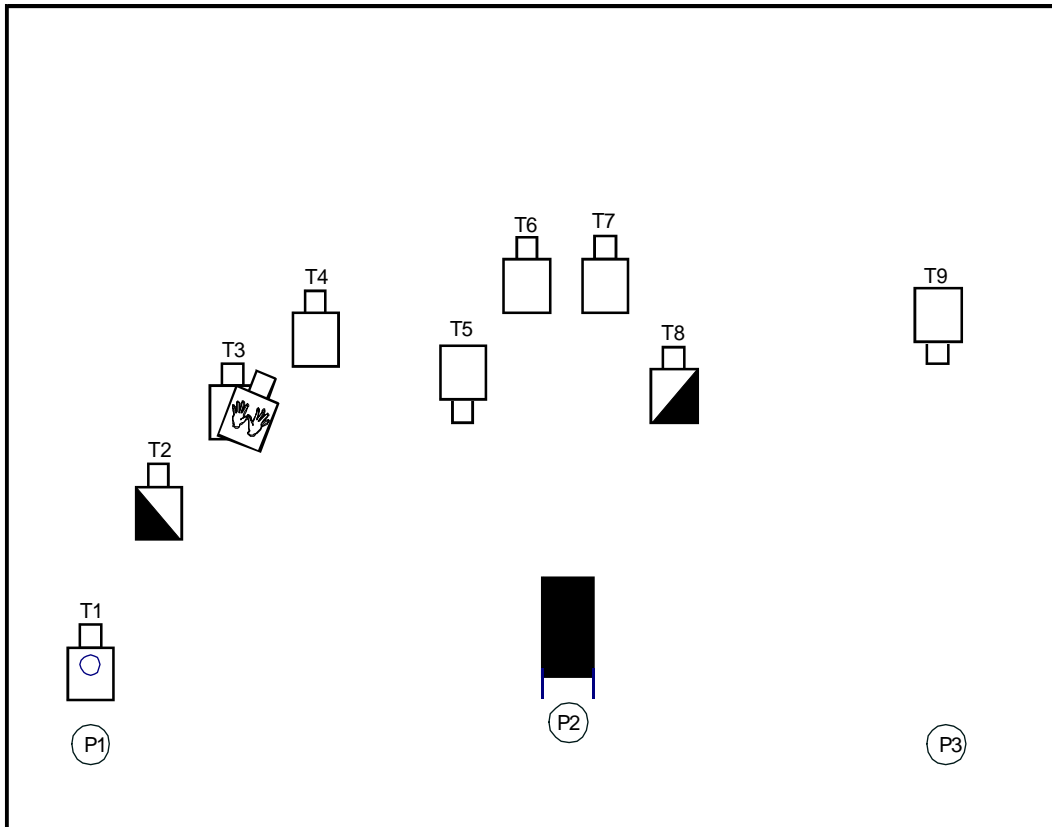
DNF = Did Not Finish

NS = No Score

NT = No Time

# Range Masters “Fun” Shoot

## Stage 1 - “8-Rounds Max”



**Round Count:**  
String 1 = **22 minimum**  
(**22 rounds** for the stage)

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

### **String 1 - (All mags loaded to 8 Rounds Maximum.)**

Shooter starts loaded with **8 Rounds Max** and holstered at **P1**.

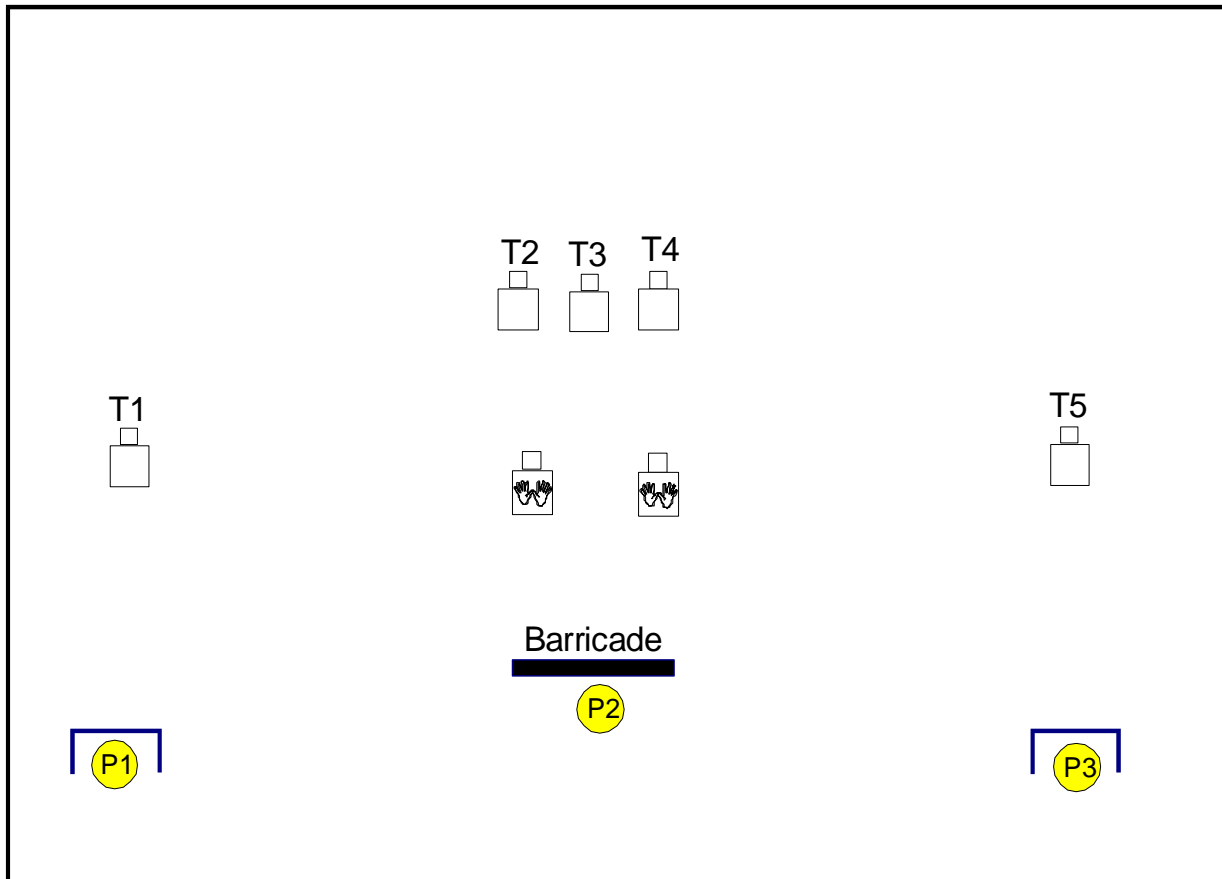
- At the sound of buzzer, draw and engage **T1** with **2 rounds** from **RETENTION**.
- While moving to **P2**, engage targets **T2 - T4** with **2 rounds each**.
- From cover at **P2**, engage **T5 and T6** from the **LEFT SIDE** of the barricade (**1 HEAD** and **1 BODY**), then **T7 and T8** from the **RIGHT SIDE** of the barricade (**1 HEAD** and **1 BODY**).
- Move to **P3** and engage **T9** with **3 TORSO** and **3 HEAD** shots.
- Reload as necessary.

### **Notes:**

1. **Please use cover** and normal mag changes if you have enough mags.
2. If all you have are a couple of HiCap mags, after shooting 8 rounds, you can remove the mag, touch it to your belt and then reinsert the mag to continue with the next 8 rounds.
3. **DO NOT ENGAGE T5 - T8** until you reach the barricade for cover.
4. **DO NOT ENGAGE T9** until you reach P3.

# Range Masters “Fun” Shoot

## Stage 2 - “From the Box”



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

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

### String 1 -

Start at **P1** with weapon fully loaded.

- At buzzer, draw and engage **T1** with **3 rounds** (**2 TORSO** and **1 HEAD**).
- Move to **P2** and engage **T3 from the window**, then **T2** from the **Left Side of the Barricade** and then **T4** from the **Right Side of the Barricade** (all with **2 TORSO** and **1 HEAD** shots).
- Move to **P3** and engage **T5** with **2 HEAD** and **1 TORSO** shots.
- Reload as necessary.

### Note:

1. **T1** and **T5** **MUST** be engaged from designated boxes only.

# Range Masters “Fun” Shoot

## Stage 3 - “Ten Max”

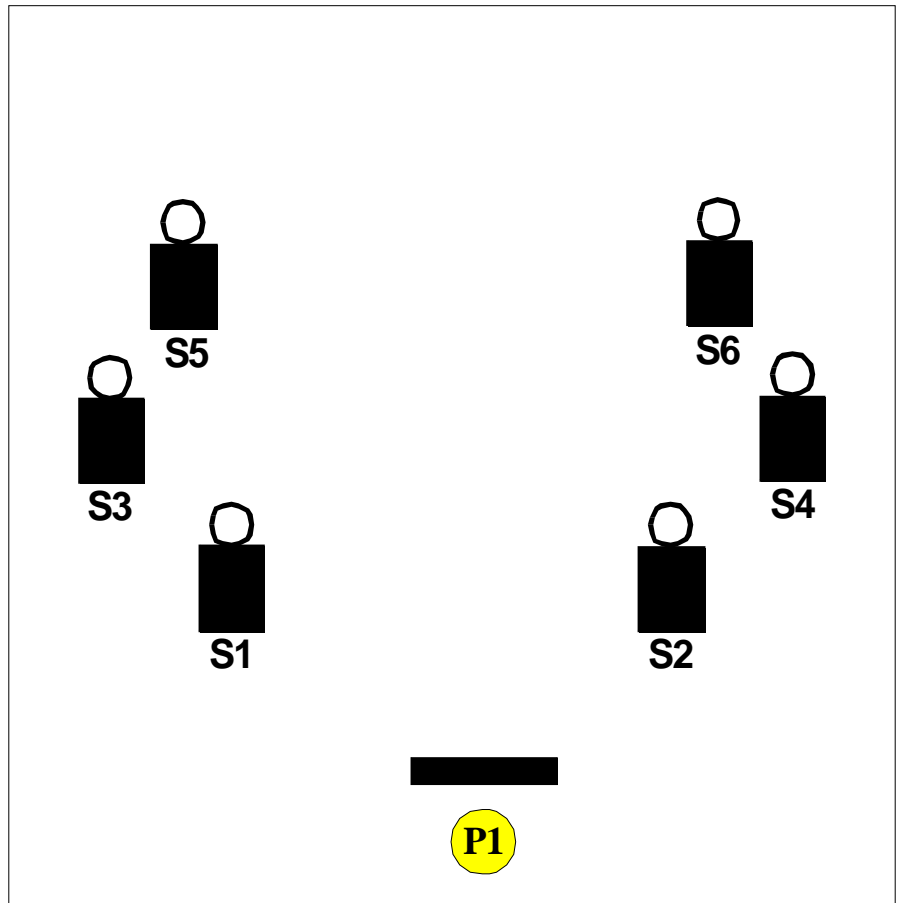
### Round Count:

String 1-3 = **10 Maximum**  
**(6 Minimum)**

(**18 Minimum** rounds for the stage)

### Modified Vickers

(Can make up some shots)



### String 1 -

Shooter can start fully loaded at **P1**. (**Shooter can Top Off between Strings.**)

- At the sound of the buzzer, draw and **knock down** plates **S1** thru **S6** (**any order**).
- Reload as necessary.

### String 2 -

Repeat String 1.

### String 3 -

Repeat String 1 with one mandatory **Reload with Retention** while on the clock.

### Notes:

1. A solid hit on any of the plates will count as a knock down.
2. Any plate not knocked down will count as a 5-second Miss-On-Steel penalty.
3. **Each shot** fired over 10 per string will count as a procedural.