

Rangemaster Friday Night League
(01-22-10)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	TPD	TOTAL
Ladd Dilworth	6.24	0	6.38	0	6.54	0	2.60	0	4.87	3	3	26.63
Goetz Stobbe	6.90	0	5.90	0	5.26	0	3.17	0	7.01	0	0	28.24
Jerry Culp	6.06	0	11.19	0	9.66	0	2.59	0	4.08	1	1	33.58
Rick Owens	7.01	0	12.02	0	6.09	0	4.36	3	4.15	0	3	33.63
Marc Schwartz	7.54	0	14.66	15	5.66	0	3.07	1	4.17	2	18	35.10
Brent Lavers	10.56	0	8.97	0	9.45	0	5.26	4	5.28	2	6	39.52
Dwight Weaver	9.09	0	14.55	15	8.11	0	4.93	1	4.81	0	16	41.49
Ken Grubbs	14.86	0	11.66	0	6.79	0	4.90	2	6.71	4	6	44.92
Steve Torelli	11.91	0	18.71	15	10.51	0	3.17	0	4.49	0	15	48.79
Sumner Buck	14.52	0	15.08	0	11.86	0	3.55	0	6.10	0	0	51.11
Mike Birdsong	19.87	0	17.29	15	7.16	0	2.99	0	4.43	1	16	51.74
Jeff Muse	8.36	0	25.89	0	9.02	0	5.01	2	4.40	1	3	52.68
Tony Pierce	25.88	0	9.66	0	10.39	0	4.20	1	4.46	0	1	54.59
John Parker	17.24	0	24.08	15	7.15	0	3.83	0	4.86	1	16	57.16
Dave Chandler	9.28	0	10.59	0	7.08	0	3.75	0	DNF	0	0	DNF

Our Customer Satisfaction Motto:

"We're not happy, until you're not happy"

Stage 1: On the bus concealment, not limited

Thugs start robbing and beating passengers at gun point. You drop down in front of the seat and engage them, with the other passengers clogging the bus in panic, headshots are the only option. Start seated, Start seated, at buzzer drop out seat and turn around. Draw and fire at T1-T3 (3,6,10 yards) with headshots until the balloons are popped. All of the targets are covered by no-shoots except for the head.

Stage 2: Late night home invasion concealment, not limited

Awakened in the early AM hours by the screams of your twin daughters, you turn on the light and realize somebody is in their room. Grabbing your gun and flashlight you go to their aid. At signal, retrieve gun and flashlight from stand, clear the room of bad guys, T1 and T2 (3, and 6 yards). The only light in the room is two night lights, and the targets present only headshots as they are behind no-shoots. Flashlight required.

Stage 3: same as 2 with the following changes:

This time, use a rail mounted pistol light. If the shooter does not have a rail a G17 range pistol is provided.

Stage 4: She does have a gun! concealment, not limited

Approached by two bad dudes and their girl, you know what is coming. When the guys start to pull guns from their pants, you engage them. While firing at the guys, the girl moves out of the way also draws a pistol. Start 4 yards from T1, T2 and NS. At signal engage T1 and T2. When engaging T1, a shoot target appears to the left covering up the NS, engage this target as well.

Stage 5: Get Back! concealment, not limited

Two guys approach asking for the time. A third approaches quietly 2.5 yards to the side. As one attempts to hit you start moving back fast. Having failed with sucker punch they go to guns. At arm's length from T1 and T2, start moving back as you engage T1-T3 in any order while moving with 3 each.

Post match cuisine: Mexican