

Rangemaster Friday Night League
(1-7-11)

Range Master FNL 01-07-2011

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	ST 7	PD	ST 8	PD	TPD	TOTAL
Jerry Culp	3.07	0	2.55	0	3.05	0	7.94	3	9.12	2			0.00	0	0.00	0	5	25.73
Matt Simmons	2.89	0	2.85	0	5.61	3	10.31	1	10.50	1			0.00	0	0.00	0	5	31.91
Wayne Colson	4.82	2	3.07	0	6.69	1	7.99	1	9.92	0			0.00	0	0.00	0	4	32.49
Chris Hopkins	6.25	0	2.89	0	6.62	0	8.12	1	11.25	4			0.00	0	0.00	0	5	35.13
Ladd Dilworth	2.38	0	10.47	0	4.10	2	11.66	7	8.55	0			0.00	0	0.00	0	9	37.16
John Richardson	5.05	1	3.73	0	5.38	0	11.30	5	11.87	0			0.00	0	0.00	0	6	37.33
Jeff Muse	4.36	3	3.58	1	4.89	2	13.83	14	10.81	1			0.00	0	0.00	0	21	37.47
Will Phillips	7.72	3	4.05	2	6.48	0	11.78	6	11.06	3			0.00	0	0.00	0	14	41.09
Mike Birdsong	3.25	0	4.70	1	4.13	0	19.96	7	12.19	4			0.00	0	0.00	0	12	44.23
Irvin Black	3.42	1	3.80	1	8.74	5	10.08	5	18.29	10			0.00	0	0.00	0	22	44.33
Eugene Russell	5.69	5	4.14	1	8.49	6	15.49	10	13.11	2			0.00	0	0.00	0	24	46.92
Tony Pierce	6.83	0	3.95	0	7.28	0	15.25	7	13.62	5			0.00	0	0.00	0	12	46.93
Brent Lavers	4.41	1	4.16	0	7.57	0	16.19	2	14.80	4			0.00	0	0.00	0	7	47.13
Anita Hopkins	6.53	3	5.06	2	7.82	5	13.85	4	16.62	5			0.00	0	0.00	0	19	49.88
Steve Torelli	4.12	0	5.15	0	17.22	2	12.54	2	16.28	5			0.00	0	0.00	0	9	57.28

Our Customer Satisfaction Motto:
"We're not Happy until you're not Happy!"

Stage-1: The Side Step Boogie (JC)

At the signal, side step and shoot T1 first at 2 yds. Then while backing up shoot T2& T3. Each target gets 2 shots each.
Concealment - Not limited.

Stage-2: Cross The "T" (JC)

Three targets staggered to the left at 2, 4 and 6 yards. Starting position is at the right shoulder of T1. At the signal step back and to the right lining up all targets.
Shoot T1, T2 and T3 with 2 shots each.
Concealment - Not limited.

Stage-3: Save The Baby From Zombies (JC)

Surprised by a pair of zombies at the signal shoot Z1 and Z2 twice to the body while backing up and finish them with one head shot each.
Strong hand only while holding the baby
Concealment - Not limited.

Stage-4: Heads Or Tails (WP)

Six targets are staggered in a "V" formation. 3 are standing upright (HEADS) and 3 are horizontal (TAILS). The SO flips a coin to determine which set of targets the shooter engages. At the signal the shooter engages staggered targets T1, T2 and T3 with 2 to the body and 1 to the head near to far.
Concealment - Limited.

Stage-5: Building Bug Out (WP)

Standing at P1 at the signal engage T1 at 15 yards with 3 shots. Moving left shoot T2 twice on the move going past the doorway avoiding the noshoot.
At P2 pie and shoot T3 and T4 with 2 to the body and 1 to the head avoiding the noshoot.
Concealment - Not limited.

Stage 6: Dealing With The Un-Dead "Team Shoot" (WP)

String-1: Team shooter 1 engages 5 staggered zombies with 2 to the body near to far then re-shoots Z1 thru Z5 with 1 each to the head reloading at slide lock.
At this point Team Shooter 1 is overcome by a Charger and beaten into the hereafter.
String-2: Team Shooter 2 is out of ammo and standing by the body of Team Shooter 1. At the signal, shooter 2 first stows the spare magazine from shooter 1 then picks up his weapon. While moving forward and left shooter engages Z1, Z2 & Z3 one each to the head. At P2 pie and shoot Z4 & Z5 with 2 to the body and 1 to the head.
Concealment optional. §

TEAMS	PD	Time
Team 8 (Will & John)	1	32.73
Team 4 (Irvin & Brent)	1	33.08
Team 5 (Anita & Matt)	2.5	36.89
Team 1 (Mike & Chris)	3	39.68
Team 2 (Brent & Wayne)	2.5	39.79
Team 7 (Jeff & Ladd)	4	41.76
Team 3 (Eugene & Jerry)	2.5	43.57
Team 6 (Steve & John)	5	58.65

* John Richardson shot with Team 6 & 8 due to an uneven number of shooters*