

Rangemaster Friday Night League
(10-31-08)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	ST 7	PD	TPD	TOTAL
Robert Robinson	11.89	0	4.39	2	8.82	0	5.78	0	8.34	4	11.21	3	9.24	3	12	59.67
Tony Pierce	23.79	6	4.93	0	11.90	0	9.50	0	12.12	8	18.71	6	13.79	0	20	94.74
Irvin Black	23.53	3	4.54	0	12.61	1	10.89	1	12.44	6	23.12	1	17.61	0	12	104.74
Marc Schwartz	17.70	0	5.67	2	13.66	8	7.95	1	12.12	8	20.58	8	27.42	0	27	105.10
Mike Birdsong	33.23	2	4.24	0	13.71	3	8.21	1	12.74	13	24.58	7	11.58	0	26	108.29
Will Phillips	25.14	11	6.30	0	12.29	2	8.62	2	12.44	6	26.36	2	19.02	1	24	110.17
Goetz Stobbe	22.14	3	7.11	4	26.80	5	8.59	1	12.74	13	20.21	1	13.22	0	27	110.81
Eugene Russell	33.20	8	6.39	6	13.56	4	18.84	0	8.34	4	31.49	13	29.01	6	41	140.83
Jeremy Younger	DNS		DNS		DNS		DNS		8.03	6	13.04	1	7.29	0		DNF

STAGE DESCRIPTIONS

Stage 1: Skill Drill (concealment optional)

T1 at 3 yards, T2-T3 at 5 yards, T4-T5 at 8 yards. Start with 6 rounds only.

On signal, draw and engage each with one round in tactical order, reengage each with one shot each, in tactical order, using strong hand only, reengage with one head shot each, freestyle, in tactical order.

Stage 2: (concealment optional)

T1-T4 at about 4-5 yards. Start walking across the range. On signal, draw and engage each target with two rounds each, while moving across, strong hand only.

Stage 3: (concealment optional)

Load 3 magazines with 7 rounds only. Engage each target with 7 rounds only, reload and move between each target.

Stage 4: (concealment optional)

Start seated at table. Stand up and engage T1 at 3 yards. Now engage T2 (movement optional) and T3 (while moving). Move across to cover and engage knock down target until it falls. Paper targets get 2 shots each

Stage 5: (concealment optional)

Team shoot. Each shooter has 1 target at about 5 yards, 1 target at about 10 yards, and 1 knock down at 10 yards. On signal, both shooters begin. Engage close paper and far paper with 3 rounds, then the knock down until it falls. Once you are finished, you may engage you partner's knock down target if necessary.

Stage 6: (concealment optional)

Same as stage 5, but one shooter shoots the entire set of targets. Must move to fire at final paper target.

Stage 7: (concealment optional)

Three paper targets at 4-5 yards, two knock down targets at 10 yards. On signal, engage T1-T3 with two shots each avoiding the no shoot, then engage both knock downs until they fall, avoiding the second no shoot. Knock downs must be neutralized with a head shot. Body shots don't count.