

Rangemaster Friday Night League  
(11-06-09)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	TPD	TOTAL
Jerry Culp	18.83	2	8.59	1	4.24	1	14.83	9	6.69	9	5.38	2	24	58.56
Roger Saurage	20.20	2	10.93	0	7.34	5	13.54	2	5.82	5	9.41	10	24	67.24
Jim Darnell	17.57	4	9.52	2	4.25	0	12.18	1	19.51	33	4.54	0	40	67.57
Tony Pierce	19.76	1	11.80	5	5.58	1	22.26	2	3.97	1	4.68	0	10	68.05
Wayne Colson	25.09	12	10.49	0	8.67	6	13.25	1	7.28	8	5.21	0	27	69.99
Will Phillips	25.33	9	11.33	2	6.19	1	17.36	7	6.51	6	8.53	6	31	75.25
Ken Grubbs	20.80	3	12.41	2	7.17	2	12.83	0	15.70	25	7.39	1	33	76.30
Steve Torelli	25.57	2	16.00	8	5.64	0	15.98	0	11.29	16	6.28	0	26	80.76
Mike Birdsong	27.42	3	11.96	7	7.92	6	19.45	11	9.04	12	10.55	11	50	86.34
Jeff Muse	35.18	8	16.46	2	6.90	3	18.72	13	12.89	20	5.95	0	46	96.10
Marc Schwartz	DNF	DNF	DNF	DNF	DNF	DNF	12.35	2	3.31	2	7.36	1	DNF	DNF

Our Customer Satisfaction Motto: **"Were Not Happy Unless Your Not Happy"**

**Stage 1: VIP Attack**

A car bomb has disabled one vehicle and most of your team. Get the VIP into the limo and out of the fight. Get yourself to the remaining vehicle and get out of there too! As you shove the VIP into the limo your partners says "armor" into the radio and then nothing. Turning to engage the bad guys you find some have body armor and some don't.

Start as if shoving a person into a vehicle, turn and move downrange engaging T1 –T3 on the move with headshots. Traverse cover and engage T4 – T4 with 2 each on the move to cover. From kneeling T5 gets a headshot and T6 gets 2. Balloons are used for the headshots, only the balloon counts, not hits on paper.

**Stage 2: They Got Granny!**

As granny is getting bags from the trunk, the neighborhood group CFT (cars for thugs) decides to take the car, granny and your baby. Coming off the porch you use the tree as cover to liberate granny and child.

At signal step forward behind cover, from left engage driver, from right engage target holding granny. On the move forward engage the target in the car with headshots and the target using the car as cover. All targets two.

**Stage 3: They Got Granny, Again!**

Same layout, this time you are holding the baby in your weak hand. Engage all targets with 2 each on the move, string hand only.

**Stage 4: It's Not Granny's Day**

Taking granny to the store you get blocked in the parking spot and the local CFT chapter comes a calling. You start the fight by shooting through the passenger window. It's OK, she couldn't hear very well anyway... the you exit the vehicle and take cover behind the rear axle.

Engage T1 – T2 while seated, exit vehicle and move to rear cover. Engage T3 –T5 in tactical priority. All targets get 2 each.

**Stage 5: Blinded!**

Approached by three thugs with blunt instruments, one of them throws a coffee cup of paint thinner at your face. While wearing taped over safety glasses, present and give each target two shots each.

**Stage 6: Let's Go!**

While holding hands with your SO (Significant Other, not Safety officer you dope!) You are attacked by three thugs. Holding a weight simulating the death grip your SO has on you weak hand, engage T1 – T3 strong hand only.