

Rangemaster Friday Night League
(11-20-09)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	TPD	TOTAL
Evan Mills	31.28	4	13.50	0	8.65	0	5.98	0	16.82	4	8	76.23
Jerry Culp	27.24	4	19.54	3	9.19	0	7.36	2	18.59	3	12	81.92
Wayne Colson	29.39	0	19.42	1	11.56	1	8.26	0	19.09	7	9	87.72
Ladd Dilworth	27.59	3	21.09	1	12.87	2	14.00	1	20.27	0	7	95.82
Jim Darnell	27.83	1	19.24	0	17.62	11	12.53	7	20.99	6	25	98.21
Rick Owens	27.56	0	27.75	1	11.56	0	9.43	0	24.31	6	7	100.61
Pat Kendall	31.45	1	24.58	0	10.58	0	13.29	0	23.73	3	4	103.63
Mike Birdsong	40.11	5	22.59	3	15.86	4	9.13	1	23.89	4	17	111.58
Lynn Kugele	43.06	8	27.92	4	17.03	0	10.40	3	28.19	5	20	126.60
Eric Jackson	33.66	1	41.14	1	24.38	1	9.93	0	29.79	6	9	138.90
Dave Chandler	39.29	6	25.11	2	18.32	0	14.88	2	47.48	51	61	145.08
Jeff Muse	62.24	9	26.83	6	23.00	6	9.48	1	25.45	0	22	147.00

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

Stage 1: VIP Ambush!

Your motorcade has been attacked and disabled and only 1 bodyguard remains in the fight. You must make a fighting retreat. Taking the now empty pistol from one of your BG's you grab two spare mags and fight your way out.

Start kneeling behind cover, gun at slide lock and two mags in front of you. At signal, retrieve gun and mags and engage T1 – T2 from right side of Cover, move left and back across opening to cover and engage T3 – T4 from left side of cover. Retreat back and right to low cover and engage T5 – T6 from low cover. T2, T4, T6 have balloons in the head zone. All targets 2 each, plus the balloons.

Stage 2: Parking Lot

You've moved to avoid conflict with some unseemly looking individuals. As the individuals form into a gang you come under attack. Starting center behind cover move to the right of the SUV and engage T1 – T2, Move left to engage T3 – T4 from cover from the left side of the SUV. Engage T5 On the move to the rear and from behind cover engage T6. T2, T3, and T6 have balloons in the head zone. All targets get 2 each, plus the balloons.

Stage 3: Skill Drill

At signal engage each target with 2 body 1 head before engaging next target. T2 and T4 have balloons in the head zone. Speed reload after each balloon is popped.

Stage 4: This isn't your street!

You gone for a walk and ended up taking a few turns to see what was around and are confronted by 3 members of the local neighborhood association. Armed with clubs and backed by two dogs they demand a donation of blood and cash. At signal retreat and engage D1 and D2, the T1 with headshots (balloons), still retreating engage T2 and T3 with 2 each.

Stage 5: Skill Drill #2

Start loaded with 8 in the gun and 4 in both spare mags. Move in one direction down the line of targets and freestyle each target gets 2, reload and go in the opposite direction and give each target 1 strong hand only, reload and go in the opposite direction and give each target 1 weak hand only.