

Rangemaster Friday Night League
(11-5-10)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	TPD	TOTAL
Randy Richardson	1.74	0	1.96	0	2.05	0	21.22	9	9.00	0	12.53	3	12	48.50
Jerry Culp	1.68	0	1.86	0	2.16	0	23.38	1	9.94	2	14.08	4	7	53.10
Ladd Dilworth	2.15	0	2.03	0	2.05	0	21.46	5	18.55	20	13.41	2	27	59.65
Rick Owens	3.01	1	2.40	0	2.17	0	31.91	0	14.76	1	13.89	1	3	68.14
Bill Baker	2.20	0	2.06	0	1.89	0	26.81	4	19.07	14	17.41	3	21	69.44
Lynn Kugele	2.27	0	2.92	0	2.11	0	26.80	2	13.96	1	24.43	6	9	72.49
Mike Birdsong	2.78	1	2.42	0	1.95	0	35.78	19	15.02	5	17.51	4	29	75.46
Steve Torelli	2.59	0	2.48	0	2.40	0	34.98	14	15.78	4	18.12	7	25	76.35
Irvin Black	2.12	0	2.23	0	1.88	0	35.99	21	17.20	8	21.13	10	39	80.55
Tony Pierce	2.23	0	2.31	0	4.50	0	32.44	9	17.93	2	22.35	4	15	81.76
John Richardson	2.28	0	2.42	0	5.19	6	38.26	22	14.59	4	21.82	8	40	84.56
Cowboy Mooney	2.23	0	2.30	0	2.39	0	47.00	20	19.71	2	27.74	23	45	101.37
Eugene Russel	2.13	0	4.93	5	2.78	0	40.91	13	27.71	17	25.21	8	43	103.67

Our Customer Satisfaction Motto:

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

Stage 1: Concealment, Not limited

5 feet from target, while standing in place, 2 to the body and 1 to the head.

Stage 2: Concealment, Not limited

5 feet from target, Take 1 step to either side and 2 to the body and 1 to the head.

Stage 3: Concealment, Not limited

5 feet from target, Take 1 step to either side and 2 to the body and 1 to the head.

Avoid the no shoot.

Stage 4: Zombie funeral, Concealment, Not limited

While lying in the coffin you awaken from the dead as a brain hungry zombie. Your

obliging spouse having fulfilled your wish to be fully armed at your funeral turns out badly for her and others.

At signal rise to a sitting position and engage T1 – T9 and M1 in any order. M1 is a mover that crosses left to right.

Avoid any headshot so as not to spoil the delicious brains.

Stage 5: (un)Fair ticket; Concealment, Not limited

Leaving your spouse in line to buy fair tickets, you return from the car to find she's being held at gunpoint on the other side of the ticket counter.

At signal engage T1- T3 clustered around the no shoot through the ticket window. If possible engage M1 before it disappears to the right as it exits the ticket booth. Move to your right and engage T4 is necessary and T5 – T7.

Not engaging M1 before it reaches stage right is a PE.

Stage 6: Security Duty, No Concealment, Not limited

While sleeping on the job at a meat packing plant you are awakened by loud noise. You investigate to find a gang of thugs raiding the cooler. They starting shooting at you and return the gesture.

At signal open eyes and get out chair, move P1 engage T1, then M1 and T2 – T4 in any order. Move to other side of cover and engage T5 –T7. M1 must be engaged before it stops moving or it is a PE.