

Rangemaster Friday Night League  
(12-04-09)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	ST 7	FPD	TOTAL	E-Mail
Will Phillips	9.04	1	18.27	12	23.67	6	16.97	3	12.65	4	7.71	1	27		88.31	
Pat Kendall	17.60	5	17.37	8	25.22	0	20.13	1	18.23	5	6.44	0	19		104.99	
Ken Grubbs	18.84	0	14.17	0	26.39	3	24.04	1	26.82	7	5.89	0	11		116.15	
Tony Pierce	18.39	13	14.16	3	24.89	2	23.42	5	30.25	6	5.93	0	29		117.04	
Jeff Muse	16.97	10	12.68	1	34.98	0	24.70	9	26.81	3	5.75	3	26		121.89	
Steve Torelli	14.79	10	20.78	7	22.70	1	25.77	6	31.01	10	7.95	0	34		123.00	
Eugene Russell	13.23	5	19.03	8	41.70	9	32.27	13	13.72	4	5.32	1	40		125.27	
Harold Walter *	25.57	20	14.98	2	30.48	10	21.62	3	22.83	7	DNS	0	42		115.48	
John Vance **	23.77	12	15.79	5	24.41	11	25.89	5	DNS	0	DNS	0	33		89.86	

Our Customer Satisfaction Motto:

**"Were Not Happy Unless Your Not Happy"**

**Stage 1: Warm Up** Concealment Optional. Not limited. Fire With Support Hand Only.

Draw to ready and transition to support hand. At the signal shoot T1 at 3 yds with 2 to the body . Shoot T2 at 5 yds with 2 to the body. T3 and T4 at 7 yds behind hard cover. Shoot T3 & T4 with 2 each to the head. T3 is verticle and has exposed "A Zone" so body shots are OK. T4 is horizontal and is head shots only. Make ups after all targets engaged.

**Stage 2: Lateral Movement** Concealment Optional. Not limited. Fire With Support Hand Only.

Draw to ready and transition to support hand. With swinger rope in dominate hand at the signal shoot activate swinger T1 in front of 2 no shoots with 2 to the body at 5 yds. Shoot T2 & T3 at 5 yds on the move to the cover at right with 2 each. From cover pie right and shoot T4 with 2 to the body at 10 yds.

**Stage 3: Get Back** Concealment Optional. Not limited. Fire With Support Hand Only.

Draw to ready and transition to support hand. In a hallway stand beside T2 and facing T1 at 4 yds with T3 behind and right of you. At the signal shoot T1 with 3 shots to the head. Shoot T2 and T3 with 3 body shots while moving backward to cover. At cover pie left and shoot T4 at 7 yds T5 at 5 yds and T6 at 3 yds with 3 shots each avoiding the no shoot between T5 and T6. Any reload allowed with make up shots after all targets engaged.

**Stage 4: Transition Drill** Concealment Optional. Not limited. Fire With Support Hand Only.

Draw to ready and transition to support hand. With T1 through T4 lined up side by side at 5 yds with each target being a different height. At the signal shoot T1 through T4 1 body shot each going left to right then re-shoot T4 through T1 1 body shot each going back to the left. Finally shoot T1 through T4 1 head shot each going from right to left. Reload at slide lock with make up shots after all targets engaged.

**Stage 5: Stop The Carjackers** Concealment Optional. Not limited. Fire With Support Hand Only.

Draw to ready and transition to support hand. At the signal shoot T1 with 3 shots at 5 yds moving forward to cover on the left (T1 is at the front bumper of the car). Pause at cover then moving right shoot T2 and T3 through the car windows at 3 yards avoiding the no shoot. Kneel behind trunk and shoot Make up T4 at 7 yds. shots for T2 through T4 can now be done.

**Stage 6: Real World Warm Up** Concealment. Not Limited. Freestyle

Cut out targets T1 and T2 are at 5 yds with a no shoot between them. T3 is at 6 yds behind the no shoot with only his head and one shoulder exposed. At the signal shoot T1 and T3 with 3 body shots each then shoot T3 with a single head shot.

**Stage 7: Unscored Side Stage Transition Drill** Concealment. Limited.

T1 through T4 are staggered 2 yds apart with T1 7 yds from starting position. At the signal shoot T1 through T4 with 1 body shot near to far. Re-engage T4 through T1 1 body shot each far to near. Then shoot T1 through T4 again near to far one head shot each. Reload at slide lock.

Shooter	Time	PD
Will Phillips	13.93	1
Ken Grubbs	13.95	1
Pat Kendal	14.78	10
Steve Torelli	16.26	0
Jeff Muse	16.8	1
Tony Pierce	34.55	5