

Rangemaster Friday Night League
(02-11-11)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	TPD	TOTAL
Jerry Culp	12.69	2	8.38	0	9.67	1	16.28	3	13.44	5	11	60.46
Matt Simmons	11.16	0	9.36	0	10.35	3	19.88	14	11.48	3	20	62.23
Ladd Dilworth	16.35	8	10.36	3	9.18	2	19.67	2	10.13	1	16	65.69
Roger Saurage	16.27	1	8.67	3	16.56	8	15.23	3	12.08	5	20	68.81
Bill Baker	16.91	1	9.46	0	11.59	5	20.14	5	14.91	5	16	73.01
Jim Darnell	13.38	0	14.61	4	14.96	4	22.64	6	11.76	5	19	77.35
Will Phillips	17.77	6	9.31	1	11.26	2	24.09	5	16.28	8	22	78.71
Dwight Weaver	17.89	0	14.14	3	13.43	3	20.54	1	14.53	4	11	80.53
Jeremy Younger	23.13	13	14.12	1	13.07	6	20.31	6	14.54	8	34	85.17
Mike Birdsong	19.07	1	12.61	1	15.96	11	20.26	2	20.13	9	24	88.03
John Richardson	14.22	0	17.08	1	23.91	15	23.66	3	15.25	2	21	94.12
Brent Lavers	34.66	10	13.58	0	12.47	1	26.65	11	18.44	0	22	105.80
Randy Richardson	12.42	1	9.58	1	8.56	0	17.19	0	10.84	3	5	58.59

Our Customer Satisfaction Motto:

"Were Not Happy Until Your Not Happy"

Stage 1: Warm Up Drill (WP)

T1 at 7yds, T2 & T3 at 5 yds and T4 at 12 yds. Starting in front of T1 at the signal draw and fire 2 head shots into T1. Side step right and transition to strong arm and fire 2 body shots into T2. Side step right and transition to weak arm and fire 2 body shots into T3. Side step right and shoot T4 with 2 body shots.

Concealment - Not Limited.

Stage 2: Not Your Day (WP)

T1, T2 & T3 are 3 yds out with a 4' gap between T2 & T3. T4 is a hanging target at 15 yds.

You are starting with a gun with 7 rounds and a dummy bullet randomly hidden. At the signal T4 begins moving towards you. While moving backwards shoot T1, T2 & T3 with 2 shots each clearing the malfunction when it occurs. Reload at slide lock and finish off T4 making sure it has 2 body shots.

Concealment - Not Limited.

Stage 3: Get Back Here! (WP)

T1, T2, T3 & T4 are 3 yds out with a no shoot between T2 & T3.

At the signal T4 begins moving backward while you shoot 3 shots into T1, T2, T3 & T4 while also moving backward. Reload at slide lock.

Concealment - Not Limited.

Stage 4: Bad Ammo (RR)

You are working the counter when thugs attempt to rob the place and you just happen to have your shotgun handy. The shotgun still has dummy rounds in it because you forgot to change ammo after dry fire practice.

Start at P1 (the counter). At the signal, pick up the shotgun and pull the trigger on T1. Rack the slide and repeat. Put the shotgun down and draw while moving right to P2. Shoot T1 thru T5 in tactical priority. T3, T4 & T5 are the same person moving while shooting. T1 thru T4 get 2 shots each. T5 gets 4 shots.

Concealment optional - Not Limited.

Stage 5: Set'em Up Bar Keep or The Baker Special (RR)

Biker thugs start a ruckus in y shoot between 2 no shoots T1

Concealment - Not Limited.

Practice night only for Randy Richardson