

Rangemaster Friday Night League
(02-26-10)

Stage 1

Shooter	Time	PD	1st Shot	Flashlight	F= Flashlight; NF= No Flashlight; GF= Gun Mounted Light
Rick Owens	5.52	2	1.96	NF	
Jerry Culp	5.99	1	3.09	F	Average Time for F (Not including GF): 10.223
Mike Holt	6.41	1	2.16	NF	Average Time for NF: 9.712
Jim Darnell	7.13	0	3.00	F	
Jeff Muse	8.28	6	1.88	NF	Average 1st shot for F (Not including GF): 3.86
Ladd Dilworth	8.33	1	3.88	F	Average 1st shot for NF: 3.286
Chris Hopkins	8.85	0	4.61	F	
Tony Pierce	8.99	4	3.10	GF	Average PD for F (Including GF) 2.27
Dave Chandler	10.17	4	3.88	F	Average PD for NF 4
Will Phillips	10.48	3	4.25	F	
Brent Lavers	10.72	0	2.00	F	
Sumner Buck	10.73	4	3.27	NF	
Marc Schwartz	12.07	3	3.87	F	
Mike Birdsong	12.87	9	3.21	F	
Steve Torelli	15.62	0	6.80	F	
Anita Hopkins	17.62	7	7.16	NF	

Stage 2

Shooter	Time	PD
Ladd Dilworth	8.74	2
Will Phillips	9.67	1
Rick Owens	11.91	2
Marc Schwartz	11.96	1
Jim Darnell	12.62	0
Sumner Buck	13.40	2
Jeff Muse	13.51	1
Anita Hopkins	18.62	9
Steve Torelli	19.13	0
Brent Lavers	21.86	2
Tony Pierce	30.02	40
Mike Birdsong	47.43	80
Chris Hopkins	53.64	20

Stage 3

Shooter	Time	PD
Jerry Culp	10.74	4
Rick Owens	13.44	0
Will Phillips	13.74	7
Brent Lavers	14.35	1
Marc Schwartz	15.43	0
Mike Birdsong	16.49	2
Chris Hopkins	17.84	0
Tony Pierce	18.42	5
Mike Holt	20.64	6
Jeff Muse	26.83	13
Anita Hopkins	30.69	1
Sumner Buck	34.73	8
Ladd Dilworth	35.85	3

Stage 4

Shooter	Time	PD
Jerry Culp	13.76	0
Will Phillips	17.68	3
Marc Schwartz	17.77	2
Ladd Dilworth	19.45	0
Rick Owens	21.43	1
Chris Hopkins	22.10	0
Mike Birdsong	24.87	7
Steve Torelli	25.99	1
Tony Pierce	26.62	0
Mike Holt	26.77	0
Sumner Buck	28.29	2
Brent Lavers	29.28	3
Jeff Muse	38.42	8

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Jerry Culp	DNS	DNS	Steve Torelli	39.33	16	Anita Hopkins	95.89	0
Mike Holt	DNS	DNS	Jim Darnell	DNS	DNS	Jim Darnell	DNS	DNS
Dave Chandler	DNS	DNS	Dave Chandler	DNS	DNS	Dave Chandler	DNS	DNS

Tonight was experimentation night.
As always, "We're not happy until you're not happy."

Stage 1: Let There Be Light

Only those shooters that carry a flashlight as part of their daily gear are required to use a flashlight on this stage. Shooters that do not carry a flashlight are not allowed to use a flashlight. Starting in near darkness, at the buzzer, sidestep, draw and engage T1-T4 at 3-5 yds with 2 shots each.

Stage 2: Adaptation

After being hit by a massive tornado, much of the city has been left without power which includes your house. While reading a book in your bedroom you here a commotion downstairs. Luckily you have a pair of night vision goggles you use for observing nocturnal life which you put on before going to investigate. When you get downstairs, you discover that members of the Memphis Neighborhood Redevelopment Association (MNRA) are looting your house. With the range in total darkness and wearing NVG, at the buzzer, draw and engage T1-T4 at 5-7 yds with 2 shots each.

Stage 3: Low Light Rifle

With the targets set up as in Stage 2 and the rifle loaded to 15 rounds, at the buzzer, come up from ready and engage T1-T4 with 2 body shots each. Follow up with head shots until the balloons pop. If you run out of ammo or the rifle malfunctions, switch to your handgun and complete the stage

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Stage 4: Regular Light Rifle

With the rifle loaded to 12 rds, at the buzzer engage T1-T6 near to far with 2 body shots each. When the rifle runs out of ammo, switch to your handgun and shoot the heads until the balloons pop.