

Rangemaster Friday Night League
(3-11-11)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	ST 7	PD	TPD	TOTAL
Jerry Culp	7.90	0	11.68	0	20.99	1	21.11	1	8.83	0	10.65	0	9.69	0	2	90.85
Randy Richardson	8.23	0	10.79	0	22.03	0	21.87	2	8.62	1	12.32	0	9.71	0	3	93.57
John Richardson	8.30	0	11.98	0	25.74	0	31.83	1	15.59	1	18.45	2	10.87	0	4	122.76
Dwight Weaver	9.98	1	20.91	5	27.76	0	25.57	2	12.83	1	18.64	0	11.26	1	10	126.95
Bill Baker	9.40	1	11.62	0	24.62	2	33.17	1	16.60	1	15.98	2	19.89	1	8	131.28
Will Phillips	9.77	1	14.32	1	27.83	1	27.91	4	13.93	5	23.35	0	18.49	3	15	135.60
Matt Thomas	16.23	0	16.02	1	31.52	2	37.07	7	14.52	0	18.90	2	14.31	1	13	148.57
Jeff Muse	16.98	1	30.70	0	25.21	0	28.56	2	0.00	0	0.00	0	0.00	0	3	DNF

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

Stage 1: Warm-up

You are in the parking lot on the way to the car when you are approached by 2 girls and three guys. They start asking for things. When you say no, the three guys pull weapons and you must shoot them in tactical sequence 3 to the body and then a single shot to each head.

Stage 2: Card Tricks

You are seated in front of a table looking at 5 targets labeled 10, J, Q, K & A. You have 4 cards face down on the desk with one of the 5 symbols on each card. You turn two over at random and they are your no shoots. All no shoots get 2 each in tactical sequence.

Stage 3: Hall Pass

You are waiting at a car dealer getting your car serviced when you hear an argument. As the guy is leaving, he says he will be back with his buddies. 30 minutes later, you hear "Remember Me" followed by gun shots. Starting in a chair, get up go to the corner and dispatch one from cover. While moving forward, shoot 2 more bad guys that appear. You look around another door and dispatch 3 more then move down the hall and shoot 2 more from around another door before leaving the building 16 shots. 2 shots each.

Stage 4: Hall Pass Dux

Same scenario as before except this time you are walking out of the toilet when it goes bad. While retreating, shoot three in tactical order. Take cover at end of hall and shoot 3 bad guys from cover. Move to next door and shoot 3 more for cover before exiting. 18 shots, 2 each

Stage 5: Scoot

You are in your garage after a competition and your gun is locked open and sitting on the bench ready for cleaning. You hear your wife scream as her and your daughter coming up the driveway. They have been grabbed by 2 bad guys as 3 more approach your house. Move to your gun. Pick it up and load it. Dispatch the bad guys in tactical priority with 2 shots each.

Stage 6: Scoot 2

Same scenario as before, but this time you pick up your loaded Kal-tec 9mm semi automatic rifle with the folding stock and dispatch the bad guys 2 shots each.

Stage 7: Mass Effect

You get jumped by 4 zombies feasting on 2 innocents. They are under the control of the big boss. Draw and shoot the zombies 2 to the body 1 to the head then knock down the big boss.