

Rangemaster Friday Night League  
(03-12-10)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	TPD	TOTAL
Roger Saurage	1.87	0	1.88	0	<b>2.04</b>	0	8.35	2	<b>2</b>	<b>14.14</b>
Marc Schwartz	1.82	0	<b>1.75</b>	0	2.78	0	9.93	7	7	16.28
Jerry Culp	2.49	0	3.65	2	2.83	0	<b>7.60</b>	<b>1</b>	3	16.57
Rick Owens	<b>3.58</b>	3	2.36	0	2.57	0	10.51	6	9	19.02
Ladd Dilworth	<b>1.69</b>	0	1.77	0	2.05	0	14.66	14	14	20.17
Dwight Weaver	4.45	4	2.43	0	2.86	0	10.44	7	11	20.18
Will Phillips	2.37	0	2.61	1	3.02	0	12.60	9	10	20.60
Adam Gilliland	3.13	1	2.79	0	2.87	0	17.44	4	5	26.23
Chris Hopkins	3.18	0	3.08	0	3.83	0	18.44	2	<b>2</b>	28.53
Christina Brown	3.66	2	2.65	0	3.58	0	18.80	6	8	28.69
Tony Pierce	13.06	20	2.77	0	2.81	0	10.84	2	22	29.48
Anita Hopkins	4.05	2	3.41	2	3.57	1	19.34	5	10	30.37
Mike Birdsong	2.05	0	2.21	0	2.63	0	30.06	34	34	36.95
Dave Chandler	3.15	1	3.31	0	3.79	0	26.70	6	7	36.95
John Parker	3.34	1	3.37	2	3.14	0	27.31	32	35	37.16
Harold Walter	2.81	1	2.23	0	2.35	0	31.05	30	31	38.44
Sumner Buck	6.87	4	13.14	20	4.65	0	17.62	6	30	42.28

Our Customer Satisfaction Motto:

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

L/L

L/L

W/W

Stage 1: Flashlight Test #1

W/W

Concealment, not limited

W/W

A flashlight is set up so that it shines in your eye when you step out of cover. Starting behind cover, at the buzzer, step out of cover and engage T1 with 2 shots at 3 yards.

W/W

W/W

L/L

W/W

W/L

L/L

Stage 2: Flashlight Test #2

L/L

Concealment, not limited

L/L

Same as Stage 1 but with the flash light on strobe mode.

L/L

W/W

DNS

L/L

Stage 3: Flashlight Test #3

Concealment optional, not limited, low light, 2 strings

Same as Stage 1 but you get to shine a flashlight at T1.

Stage 4: Where there is smoke, there is fire

You are in a building that terrorists decide to attack by cutting the power and starting a fire in order to funnel the occupants to them. Start by wearing glasses to simulate a smoky environment by limiting visibility, going by the light of a strobe light set to 1 flash every 3/4 seconds, and standing between two barrels to simulate a hallway. At the buzzer, draw and engage T1-T4 in any order with 3 shots each. Avoid the two no shoots standing in front of the terrorists.

Rifle Shoot Off

With two shooters using the rifles, they have identical courses of fire. First one to pop the ball on the 3rd target that gets at least two zero down hits on T1-T2 wins. Shooters would then switch rifles and shoot off again.