

Rangemaster Friday Night League
(03-13-09)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	TPD	TOTAL
Robbie Robinson	10.90	2	3.52	1	12.20	6	13.19	2	8.51	0	11	48.32
Jerry Culp	15.35	6	4.08	0	11.22	1	11.06	0	9.69	0	7	51.40
Evan Mills	15.62	10	9.98	13	15.43	12	11.51	2	9.64	0	37	62.18
Phillip Cox	17.91	6	4.53	0	12.96	1	13.05	1	14.65	11	19	63.10
John Parker	18.46	6	5.55	0	15.83	4	14.94	2	12.13	0	12	66.91
John Tilmon	17.51	6	5.36	0	19.11	16	17.18	1	12.89	1	24	72.05
Jim Darnell	21.04	11	7.56	0	15.24	2	18.69	12	13.21	6	31	75.74
Will Phillips	21.30	10	5.88	1	20.99	10	17.07	1	12.98	1	23	78.22
Goetz Stobbe	17.91	0	5.42	0	18.22	10	26.54	23	11.08	1	34	79.17
Mike Birdsong	22.13	8	6.98	5	16.00	7	25.64	1	12.57	2	23	83.32
Mike Holt	17.66	6	5.46	1	19.29	6	23.90	8	17.26	6	27	83.57
Ken Grubbs	23.18	2	5.61	0	21.57	7	20.32	6	15.31	0	15	85.99
Steve Torelli	23.17	5	8.59	0	23.41	9	17.97	1	14.78	0	15	87.92
Michelle Kamp	24.19	3	6.88	0	22.40	12	22.62	9	15.92	0	24	92.01
Eugene Russell	23.49	12	8.48	3	16.43	6	21.64	7	28.57	4	32	98.61
John Bogott	23.98	12	7.56	4	21.02	15	21.33	1	25.66	1	33	99.55
Janice Bogott	26.13	12	13.40	12	22.12	16	26.43	6	22.37	6	52	110.45
Dave Chandler	23.67	1	10.46	12	15.86	4	16.12	0	DNF	0	17	DNF
Dave Galloway	24.43	9	8.78	1	17.19	3	28.95	0	DNF	0	13	DNF
Mike Glancy	13.00	1	4.63	0	11.84	3	17.61	5	DNF	0	9	DNF
Marc Schwartz	DNF	0	DNF	0	DNF	0	19.27	3	DNF	0	3	DNF
Lani Glancy	DNF	0	6.46	0	16.74	3	23.97	6	13.75	0	9	DNF

STAGE 1: SKILL DRILL (not limited, but extra shots must be made after firing required shots, concealment required)
Three targets at 3 yards, and one target at 5, 7, and 15 yards. On signal, draw and engage close targets with two each in tactical sequence, then one each, in tactical order on three other targets. Then go back and engage one head shot each, in tactical order. Not limited. Reload at shooters discretion.

STAGE 2: THE "CIRILLO DRILL" (not limited, concealment required)
Two close targets at about 5 yards, partially obscured, one on each side of a non threat, and one more target at 6 yards, behind a desk. On signal, draw and engage each target with two shots each, in tactical order.

STAGE 3: MOTEL HELL (not limited, concealment required)
Start with suitcase in strong hand, back to targets at sign in desk. On signal, turn, draw, and engage T1 with two body and one head, strong hand only. You may now drop the suitcase if you choose, and engage remaining four targets at various distances, with three shots each, while moving to cover. You may finish up from cover. Reload from slide-lock.

STAGE 4: FLAT TIRE IN A BAD PART OF TOWN (not limited, concealment required)
Begin on one or both knees with tire iron in hand. On signal, draw and engage T1, at a few feet, with two body and one head. Stand up and engage T2 and T3 at 3 yards, in the same manner. Move to cover and engage T4 and T5 at 7 and 10 yards with two shots to the body and one to the head, in tactical order around the barricade.

STAGE 5: I SHOULD HAVE CALLED IN SICK TODAY! (not limited, concealment optional)
Start seated in chair. On signal, stand and engage T1-T5, from 2 to 5 yards, with two body shots and one head shot, in tactical order. Must fire body, body, head, then move on to the next target.

Post Match Resturant: Lee Kans, Collierville

Happy Birthday Jerry!