

Rangemaster Friday Night League
(03-19-10)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	TPD	TOTAL
John Hodoway	11.58	5	2.81	0	6.72	1	5.91	4	14.86	8	18	41.88
John Parker	12.62	9	4.33	2	9.11	3	4.53	1	15.16	4	19	45.75
Tony Pierce	16.32	5	3.54	0	8.30	0	4.98	0	13.27	1	6	46.41
Ladd Dilworth	13.19	7	5.75	4	7.37	4	3.82	0	17.72	15	30	47.85
Dwight Weaver	14.15	11	4.77	0	10.65	0	4.89	2	15.90	3	16	50.36
Rick Owens	26.80	34	4.20	1	8.40	0	4.65	1	11.35	1	37	55.40
Mike Birdsong	12.15	5	5.21	4	8.08	2	3.64	0	29.22	6	17	58.30
Goetz Stobbe	18.25	17	4.43	2	11.99	1	5.16	2	23.18	12	34	63.01
Chris Hopkins	16.66	3	5.19	2	16.99	1	5.18	0	20.81	8	14	64.83
Dave Chandler	28.02	3	5.24	3	15.77	3	5.39	1	21.51	0	10	75.93
Anita Hopkins	17.77	7	8.50	4	16.82	11	9.92	7	28.52	24	53	81.53
Adam Gilliland	36.13	29	4.40	2	17.65	0	5.51	0	25.01	7	38	88.70

Safety Officers

Randy Richardson	9.70	2	3.34	0	6.30	0	3.78	1	9.60	2	5	32.72
Jerry Culp	9.94	9	3.29	1	6.02	1	3.94	10	11.51	4	25	34.70
Marc Schwartz	12.40	6	8.14	7	5.94	1	4.35	1	13.73	5	20	44.56
Will Phillips	6.22	5	17.22	21	9.19	6	5.87	4	19.14	17	53	57.64

*Safety Officers are scored separately tonight due to the fact that they knew the surprise for Stage 1.

Our Customer Satisfaction Motto:

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

Stage 1: The Old Switcheroo

Concealment Optional, not limited

During walkthrough shooters are shown a room of their house. Returning home late, you are entering your dark house ("I know I said to leave some lights on"). Shooters are told they have to activate a switch to turn a lamp on which will then light up the room which is filled with thugs holding your family hostage waiting for your return. Shooters are then told to leave the range because the target arrangement will be different for each shooter but

Stage 2: When a Date Goes Horribly Wrong

Concealment prohibited, not limited

While walking your date to the door, you both are approached by 3 thugs demanding your money and your date. At the buzzer, draw and engage T1-T3 at 3 yards while your date shakes you and screams at you.

Stage 3: Choose Your Own "Cover"

Concealment, not limited

While faced with multiple bad guys, you must draw and retreat to a cover point of your choosing. Cover 1 is a low cover which requires kneeling. Cover 2 is a high cover in which the shooter can be standing. Cover 2 requires the shooter to pie while Cover 1 allows the targets to be shot in any order. At the buzzer, draw and engage T1 while retreating with 3 shots. Then when behind your cover point, engage T2-T4 with 3 shots each.

Stage 4: Charge

A thug has suddenly decided to charge at you with a knife. At the buzzer, draw and engage T1-T4 far to near with 1 shot each. Then engage T5 with 3 shots.

Stage 5: Ambush

You are attacked while walking down the street. Starting 3 yards away from T1 and T2, at the buzzer, draw and engage T1 and T2 with 3 shots each while retreating to cover. From the right side of cover, engage T3 and T4 8 yards away with 3 shots each. Switch to left side of cover and shoot T1 and T2 with a head shot each