

Rangemaster Friday Night League
(4-2-10)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	TPD	TOTAL
Randy Richardson	21.23	8	10.38	0	22.92	0	20.07	2	10	74.60
Jerry Culp	16.38	1	11.92	2	24.82	5	23.71	16	24	76.83
Marc Schwartz	21.41	3	12.51	1	28.42	4	17.75	3	11	80.09
Ladd Dilworth	28.40	7	12.00	0	25.10	4	18.31	4	15	83.81
Rick Owens	20.35	2	22.54	1	27.66	2	29.11	5	10	99.66
John Parker	22.37	3	23.38	1	28.56	3	27.04	8	15	101.35
Will Phillips	28.13	10	19.62	0	30.99	6	25.67	7	23	104.41
Lynn Kugele	26.93	9	20.53	2	30.55	2	29.83	9	22	107.84
Goetz Stobbe	29.96	11	14.92	0	34.22	2	29.13	17	30	108.23
Mike Birdsong	23.11	11	28.57	13	25.00	3	37.56	15	42	114.24
Steve Torelli	28.89	3	28.89	0	32.82	2	32.19	3	8	122.79
Dwight Weaver	26.64	6	22.79	10	44.87	28	33.54	3	47	127.84
Tony Pierce	32.86	8	42.51	10	29.38	3	35.08	9	30	139.83

Our Customer Satisfaction Motto:
"We're not happy, until you're not happy"

Stage 1: IDPA 101

Concealment, limited

While walking you're approached by a pair of belligerent gentlemen who produce deadly weapons and express intent to use them. After engaging the BG's you turn to exit post-haste and see the more BG's moving to flank you. You engage them in turn and again move to exit the area and at the next cover top off your pistol before turning a blind corner. Good thing as two BG's are there waiting for you, you take them on while using the corner as cover.

Start three yards away facing T1 and T2. At signal present and engage them in tactical sequence, pivot 45 degrees and engage T3 4 yards and T4 at 8 yards in tactical priority, when the gun goes empty move to cover and reload before re-engaging T4. Move to the right to the next hard cover and do a tactical reload or reload with retention before engaging T5 4 yards and T6 at 6 yards while "slicing the pie" from cover.

Stage 2: Jumble

Concealment, not limited

At the buzzer, draw and engage T1 and T2 at 5 yds with 3 shots then engage T3 with 3 shots at 7 yards. Then engage T4 and T5 at 10 yards. T3 and T4 have balloons. Shooter must shoot the balloon until it pops then follow up with a head shot for T3 and T4.

Stage 3: WallyWorld Ammo Madness

Concealment, not limited

Word is out that the local WallyWorld has recently received a batch of ammo, so you head there late at night to stock up. As you approach the sporting goods counter you are confronted by a thug who is intent on taking the ammo and robbing you. Take him out and his accomplices, but be careful of the WallyWorld greeters. At the start signal, engage T1 with three shots from retention. Retreat to P2 and engage T2-T4 with two shots each while pieing. Retreat to P3 and engage T5-T7 with two shots each while pieing.

Stage 4: When a Date Goes Horribly Wrong Part 2

Concealment, not limited

After having been in a shooting on your first date, you have convinced that person to go on a second date with you (at least they know not to shake you this time). While enjoying a meal at your favorite restaurant with your date, a group of gangsters decides to wreak havoc. At the buzzer, kneel behind the table, draw and engage T1 at 10, T2 and T3 at 7 yds, and T4 and T5 at 5 yds. All targets get 3 shots.

Rifle Stage

While lounging in your game room you hear an obvious attempt at a break in. This gives you time to get the AR loaded and ready to go. Tired of fiddling with the lock the BG's decide to simply shoot out the sliding glass door and enter. While they are entangled in the drapery you engage them. At the same time more BG's have beaten the front door down and grabbed your teenage daughter and are dragging her to their car. You run down the hall to the foyer and engage the two BG's with headshots to avoid hitting you daughter.

Rifle Stage

Jerry Culp	9.81
Randy Richardson	11.03
Rick Owens	12.52
Will Phillips	12.52
Marc Schwartz	14.51
John Parker	14.67
Dwight Weaver	16.11
Goetz Stobbe	16.39
Tony Pierce	28.14
Ladd Dilworth	35.62
Lynn Kugele	DNS
Mike Birdsong	DNS
Steve Torelli	DNS