

Rangemaster Friday Night League
(04-29-12)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	ST 7	PD	TPD	TOTAL
Ray Gardocki	3.08	0	10.16	1	15.22	4	17.62	4	6.51	0	10.93	5	19.62	15	29	83.14
Matt Thomas	4.46	1	13.89	5	18.75	6	22.93	9	8.89	3	13.17	10	24.10	25	59	106.19
John Barb	6.90	7	12.01	3	30.05	35	21.86	7	9.54	2	8.84	0	28.83	35	89	118.03
Tony Pierce	3.74	0	12.14	0	36.89	31	27.22	7	9.08	1	19.81	20	24.13	25	84	133.01
Jeff Muse	3.85	0	15.56	9	24.50	9	31.79	6	15.23	16	18.14	20	24.62	25	85	133.69
Robi Simpson	16.97	27	15.87	7	40.44	22	29.83	6	9.56	1	12.84	0	21.28	20	83	146.79
Safety Officer	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	3.60	1	11.01	5	18.20	7	18.32	1	6.56	0	8.82	0	9.83	5	19	76.34
John Parker	6.74	1	13.48	6	15.61	0	25.45	1	11.62	7	9.51	0	19.29	15	30	101.70

Card shoot #shots

Shooter	#shots
Ray Gardocki	4
Matt Thomas	miss
John Barb	miss
Tony Pierce	miss
Jeff Muse	miss
Robi Simpson	miss

Safety Officer

Jerry Culp	5
John Parker	miss

Stage 1: Tough dude

On the way to the car a thug block your way and pulls a knife. You sidestep and keep moving and shooting until he goes down.

At signal move past vision barrier to ensure that you have moved far enough and engage T1 – T3 with 2 each.

Concealment, Not Limited

Stage 2: Get out!

A gang has come to the local stop an rob for extra cash. Three of them meet you in an aisle and their buddies are between you and the exit.

At signal engage T1 – T3 with two each on the retreat to cover, go left and engage

T4 – T9 with 2 each, avoiding the no shoots.

Concealment, Not Limited

Stage 3: Holdup

Two thug walk up behind the customer you are assisting and the pals are molesting the rest of the cliente.

At signal shoot T1 and T2 in the head, then engage T3 – T5 with 2 each and KD 1 with a headshot.

T1 and T2 are at 2 yards and the rest are at 15 yards. Knock down is covered by a NS leaving only the ocular window as a target.

No Concealment, Not Limited

Stage 4: Tac this, Tac that and F-that!

At P1 draw and shoot T1 – T3 in Tac Sequence with 2 each and slide lock reload , move to P2 and shoot T3 –T6 2 each in Tac Priority with 2 each and slide lock reload, move to P3 and shoot T7 – T9 2 each in any order.

P1 , 3 yards

P2, 5 – 9 yards

P3, 15 yards

No Concealment, Limited

Stage 5: Digging In

Being forced to dig your own grave you se e your chance, you brain the guard and take the gun and deliver you fondest greetings to his pals.

At signal take shovel and hit T1 in the head, move the pistol and shoot T2 – T6 in Tac sequence with 2 each.

T2 – T6 2 – 5 yards

No Concealment, Not Limited

Stage 6: El Presidente!

nuff said...

Stage 7: It's in the cards...

Seven playing cards on an IDPA target, the down each side and one in the head. Shoot them TL,

TR, ML, MR, BL, BR then head.

No Concealment, Limited

Fun stage :

Playing card turned sideways at 8 yards, 11 in the gun and you're done.