

Rangemaster Friday Night League
(04-30-10)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	TPD	TOTAL
Jerry Culp	4.18	0	11.10	8	10.28	0	4.82	0	8.22	0	8.97	4	12	47.57
Mike Birdsong	9.95	12	6.02	0	10.21	0	7.72	3	11.48	0	8.04	2	17	53.42
Will Phillips	6.04	1	9.14	1	13.35	1	6.51	0	10.71	0	10.31	6	9	56.06
Marc Schwartz	4.95	0	12.75	10	10.96	2	9.29	11	10.36	4	8.18	2	29	56.49
Tony Pierce	5.44	0	20.11	21	15.66	0	5.66	0	13.48	0	7.86	0	21	68.21
Randy Richardson	6.16	0	16.91	0	18.78	2	5.10	0	11.33	0	10.38	0	2	68.66
Jeff Muse	7.87	5	10.37	9	16.10	10	7.10	1	15.92	7	13.58	11	43	70.94
Ed Lane	10.06	6	20.18	10	12.35	0	7.16	0	14.00	0	9.49	2	18	73.24

Our Customer Satisfaction Motto:

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

Stage 1: They're taking the baby!

Concealment, not limited.

While shopping you get a case of soda from down the aisle and return to find two perps attempting to take your child from the shopping cart.

At signal drop box and engage T1 and T2 at 4 yards with two to body in Tactical sequence and one headshot each. Avoid hitting the baby.

Stage 2: More kidnapers...

Concealment, not limited.

Distracted by their accomplice, you back is to the two perps attempting to take you niece.

At signal knock down the accomplice and move to position from which you can engage the perps while watching the accomplice to be sure he doesn't attack you while you are engaged with perps. T1 and T2 get two body and one head from 5-7 yards. The NS covers approximately half of each threat target.

Stage 3: Which Reload?

Concealment, not limited.

At signal engage T1 and T2 on the retreat, move to cover and from left side of cover engage T3 and T4 from cover. Cover is about 7 feet in length, Tactical or slide lock reload, you choose. All targets get 3 each.

Stage 4: Critters in the trash

Concealment, not limited.

In the dark.

At the vacation home you hear noise at the trash cans, you grab you camp lantern and head out to chase the raccoons off again. This time it isn't raccoons, it's feral dogs and they attack you.

At signal with lantern in weak hand, engage T1 – T3 with 2 each Targets are 4 yards away,

Stage 5: Get back jack...

Concealment, not limited.

At signal engage T1 on the retreat, keep moving back and engage T2 on the retreat, keep on moving and engage T3 on the retreat, and engage t4 from cover. All targets get 4 each. Any reload allowed.

Stage 6: He's coming right at you!

Concealment, limited.

Start loaded with 9. Engage T1 at 3 yards, T2 at 4 yards, and T3 at 7 yards with 3 each.

Reload at slide lock and engage T4 with 3 before gets to you.

T4 starts 8 yards away and approaches when the buzzer starts.