

Rangemaster Friday Night League  
(4-9-10)

<b>Shooter</b>	<b>ST 1</b>	<b>PD</b>	<b>ST 2</b>	<b>PD</b>	<b>ST 3</b>	<b>PD</b>	<b>ST 4</b>	<b>PD</b>	<b>TPD</b>	<b>TOTAL</b>
Robert Robinson	<b>21.70</b>	8	11.32	2	15.44	4	10.23	2	16	58.69
Randy Richardson	23.98	12	11.65	3	<b>13.37</b>	2	<b>10.13</b>	0	17	59.13
Jerry Culp	22.64	10	<b>11.11</b>	1	14.67	4	11.15	0	15	59.57
Marc Schwartz	28.75	12	13.01	3	19.97	2	14.55	1	18	76.28
John Parker	35.82	17	17.90	4	20.05	3	15.92	6	30	89.69
Bill Baker	36.97	23	21.12	6	19.81	2	15.47	4	35	93.37
Tony Pierce	37.13	16	20.26	4	19.89	1	18.29	0	21	95.57
Harold Walter	39.41	18	15.93	1	26.61	19	14.51	2	40	96.46
Dwight Weaver	40.66	16	21.46	2	18.80	0	16.85	1	19	97.77
Jeff Muse	37.92	12	22.83	14	28.53	7	21.85	14	47	111.13
Steve Torelli	38.64	9	15.08	4	28.94	3	DNF			DNF

**Rifle Stage**

Jerry Culp	13.16
Marc Schwartz	14.31
Robert Robinson	14.91
Randy Richardson	16.20
Dwight Weaver	17.81
John Parker	20.08

Our Customer Satisfaction Motto:

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

**STAGE 1: STANDARDS**

Two center center targets, two middle targets, two far targets, arranged in a "V" pattern. On signal, draw and engage front right and middle right target, strong hand only, then front left and middle left targets, weak hand only, then the two rear targets freestyle. All targets get three shots each.

**STAGE 2: HOUSE CLEARING**

Start behind cover. On signal, draw and engage T1 and T2 on the right with three shots each, then T3 and T4 all on the right side of cover, three shots each, while avoiding the swinging no shoot.

**STAGE 3: WALLY WORLD**

Start with both hands on basket. On signal, draw and engage T1 on right, then move down isle with basket, engage T2 and T3 on right side, then move to the end of the isle and engage T4 and T5, all while using items in basket as cover. All targets require three shots each.

**STAGE 4: SHOOTING FOR THE SAKE OF SHOOTING!**

Seven targets. On signal, draw and engage T1 and T2, then moving left, engage T3 and T4, then T5 in hallway, then T6 and T7 on left side. All targets get three shots each, while moving!

**RIFLE STAGE**

Same as stage 4, but first 15 shots with AR15-22, then remaining 6 shots with your pistol.