

Rangemaster Friday Night League
(05-01-09)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	TPD	TOTAL
Michael Foster	7.04	2	5.71	1	5.04	1	9.70	0	15.07	7	20.58	2	13	63.14
Jerry Culp	6.27	0	6.83	0	5.31	0	9.43	0	20.50	11	18.83	2	13	67.17
Irvin Black	7.52	0	7.06	1	16.30	7	10.72	0	29.48	9	23.30	6	23	94.38
Pat Kendall	7.35	0	9.21	1	6.87	0	9.77	0	30.75	2	35.15	6	9	99.10
Robbie Robinson	6.26	1	12.44	13	6.14	3	7.63	1	35.71	35	34.41	20	73	102.59
Mike Holt	8.84	0	9.90	0	9.47	5	12.10	0	29.71	12	33.31	5	22	103.33
Ladd Dilworth	11.40	3	11.72	1	7.04	1	11.07	1	31.27	16	33.01	11	33	105.51
Goetz Stobbe	15.88	2	9.30	1	7.59	3	9.53	0	36.10	12	35.76	2	20	114.16
Steve Torelli	8.61	0	12.99	5	7.19	0	18.38	6	37.89	1	32.14	12	24	117.20
Jeff Muse	14.79	11	11.90	5	8.95	2	13.22	5	34.32	17	46.76	34	74	129.94
Eugene Russell	14.42	1	16.15	6	7.39	2	19.20	1	43.18	42	40.80	21	73	141.14

Procedural forgiveness night: If you had a PE it was forgiven if you didn't get another before match was over.

Stage 1: not limited, concealmen

While walking the parking garage of death a thug comes out from behind a pillar and demands money while his two buddies give immoral support from a distance. At buzzer know the gun away (represented by a softball on a stick) draw and retreat to cover. While moving to cover engage T1 with 2 body and 1 head, from around cover engage T2 - T3 with 2 body 1 head.

Stage 2: not limited, concealmen

While talking to a friend three members of GMTM (GiveMeTheMoney) youth group demand a donation while holding your friend at gunpoint. Two more are the way from opposite sides as well. At buzzer take a step back and engage T1-T3 at 2 yards or more with 1 head shot each. Engage T4 on left at 8 yards and T5 on right at 7 yards with 2 body 1 head.

Stage 3: not limited, concealmen

A knife wielding attacker charges you, stop him...
Engage T1-T4 at 8,7,4 and 3 yards, Finish with T5 at 2 yards with one head shot.
Makeups are allowed after the required shots are fired and after a reload.
*Nobody took a makeup shot...

Stage 4: not limited, no concealmen

While helping two customers, they try to rob the store. As the fight starts two more enter. You get hit in strong arm and lose your gun. You pick one of their guns and attempt to engage the other two and it wont fire. You fix the malfunction and finish the fight with your weak hand.
Engage T1 - T2 with 2 body and 1 head. Drop your gun and pick the the bad guys gun.
Fix the malfunction and engage T3 - T4 with 2 each.

Stage 5: not limited, no concealmen

Pseudo IPSC, 9 targets to non-threats. 2 to each target Some targets angled so that they could only be engaged from the far left or far right of the range.

Stage 6: not limited, no concealmen

Starting with 1 round chambered and 3 magazines loaded with 8, 6, and 4 rounds. The SO randomly places the magazines in your gun and mag pouches.
Starting at the counter you engage T1 - T2 at 3 yards, you can move to cover at any time after the buzzer. From cover engage remaining targets T3 -T6, and T1 - T2 if necessary.
Reload when you run out, there is one extra round so plan your make up shots carefully!

post match cuisine: Lee Kwon's