

Rangemaster Friday Night League
(5-14-10)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	TPD	TOTAL
Evan Mills	5.57	3	8.90	2	15.70	11	8.16	1	7.45	0	17	45.78
Marc Schwartz	6.45	3	12.73	2	15.36	8	11.80	1	10.12	0	14	56.46
Ladd Dilworth	6.22	1	14.84	0	16.59	7	11.37	4	9.88	1	13	58.90
Jerry Culp	4.80	0	15.65	8	15.12	6	12.94	0	10.67	5	19	59.18
John Parker	7.63	1	16.01	5	18.71	7	10.74	1	12.67	3	17	65.76
Goetz Stobbe	7.03	0	16.37	5	16.96	3	14.17	2	13.22	1	11	67.75
Tony Pierce	7.04	1	16.35	1	25.61	15	14.12	3	11.90	0	20	75.02
Mike Birdsong	6.58	2	15.77	0	18.81	8	18.13	11	23.49	5	26	82.78
Jeff Muse	9.45	2	15.22	1	22.80	10	25.98	1	21.03	14	28	94.48

Our Customer Satisfaction Motto:

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

Stage 1:

Stage 1 simulated a fairly common IDPA stage start where you start behind cover and move to engage targets from cover after taking a step or two. I took the opportunity give a some pointers on how to handle this type of start during the walk through.

Stage 2:

Stage 2 was another example of a fairly common IDPA stage start with the shooter engaging two targets on the retreat to cover and then using cover to engage more targets. I also clearly demonstrated by example how loading to 12 is a procedural...

Stage 3:

Stage 3 started with you knocking down a target before shooting 3 more on the move to cover and engaging 3 more from cover.

Stage 4:

Stage 4 was a run and gun moving left to right engaging 7 targets with 3 on the move except for the last target where ran out running room.

Stage 5:

Stage 5 is possibly the most confusing stage I've ever set up, and very difficult to describe.