

Rangemaster Friday Night League
(5-21-10)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	TPD	TOTAL
Ladd Dilworth	2.81	0	3.11	0	7.48	3	7.00	1	5.15	1	11.17	0	5	36.72
Jerry Culp	5.06	3	4.73	1	5.98	2	9.39	1	6.35	5	10.41	0	12	41.92
Ed Lane	4.38	0	6.03	1	6.80	1	11.22	1	7.16	0	15.65	0	3	51.24
John Parker	6.54	5	5.47	3	6.64	1	14.06	8	5.64	0	14.40	0	17	52.75
Steve Torelli	4.35	0	7.58	4	8.19	1	9.89	2	6.35	0	17.85	0	7	54.21
Tony Pierce	6.63	0	5.84	0	8.63	1	11.22	3	6.77	1	16.57	0	5	55.66
Mike Birdsong	5.51	3	9.02	3	8.53	6	12.95	2	7.94	1	13.59	2	17	57.54
Dwight Weaver	4.92	0	5.96	0	7.22	1	17.36	0	8.43	1	22.22	0	2	66.11

Shooter	ST 7
Jerry Culp	5.36
Steve Torelli	5.85
Ladd Dilworth	9.11
Dwight Weaver	10.30
Tony Pierce	11.00
John Parker	14.06
Ed Lane	14.57
Mike Birdsong	15.78

Our Customer Satisfaction Motto:

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

I think we hit every skill except moving towards the targets. Moving back, moving to the side, strong and weak hand only, cover and tactical sequence and reloads. Now, if I could remember the stages...

We started with a couple of stages where I set a visual barrier that you had to cross before engaging the targets. This was to force you to move far and fast enough instead of the IDPA two-step.

Mike designed a stage that simulated a bad guy running through points of cover that was interesting and fun.

Ladd collaborated on a 5 on the retreat to cover, engage two more from cover and then go back and finish T1 with head shot. A tac sequence 2n1 and then two more targets strong hand only

Also a weak hand only stage with 4 targets.

We finished with a stage I called the Hydra, others called it the WTF? stage. It was a single target with 8 heads, 1 to each head, no misses allowed. You kept shooting until you got all of your hits.