

Rangemaster Friday Night League
(05-08-09)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	TPD	TOTAL
Jerry Culp	8.03	6	8.54	6	16.63	9	12.35	0	12.97	7	28	58.52
Mike Glancy	7.57	3	6.28	1	14.89	5	14.04	6	15.89	7	22	58.67
Tony Pierce	5.03	0	10.68	2	12.37	0	18.46	6	24.55	4	12	71.09
Will Phillips	6.26	1	9.35	3	20.56	5	16.86	3	18.15	5	17	71.18
Ladd Dilworth	5.86	1	10.96	3	16.98	8	19.10	6	20.14	17	35	73.04
Goetz Stobbe	8.00	0	13.71	5	18.90	7	17.48	5	19.76	6	23	77.85
Michelle Kamp	9.89	6	11.81	1	20.60	3	19.46	1	19.48	8	19	81.24
Lynn Kugele	6.80	0	10.17	5	25.61	11	22.16	9	17.03	3	28	81.77
Mike Birdsong	6.80	0	19.43	1	19.13	7	17.47	6	20.91	2	16	83.74
Steve Torelli	14.69	10	9.48	0	23.35	3	20.93	0	16.46	3	16	84.91
Dave Chandler	12.55	10	16.84	3	21.51	6	16.63	2	22.59	4	25	90.12
Eugene Russell	12.11	7	14.02	5	23.98	8	16.45	1	23.59	6	27	90.15
Allen Youngman	7.88	0	14.11	0	20.06	3	21.41	1	30.56	12	16	94.02
Lani Glancy	5.88	0	19.10	21	26.99	11	26.36	12	23.78	9	53	102.11
Bob Purdy	9.03	1	18.76	9	33.61	31	23.60	1	28.13	8	50	113.13
John Vance	16.11	22	8.33	5	22.38	22	16.00	9	DNF	0	DNF	DNF

Stage 1: No Ordinary Day in the Park... Concealment, Not Limited

Jumped by 4 thugs, two grab your friends and two come to you.
Knock T1's gun out the way and engage T1 - T2 at 2 yards with 2 each in tactical sequence, then engage T3 - T4 at 7 yards v with 2 each while avoiding the hostages.

Stage 2: Breakdown! Concealment, Not Limited

After your car breaks you pass a crack-house on the way to get help.
The guard dogs attack and then the owners do to.
Engage T1 - T2 (dogs) at 4 and 6 yards, then T3 at 5 yards and T4 and T5 at 7 yards while avoiding the no-shoot. All targets get two each

Stage 3: Mother's Day Gang Attack Concealment, Not Limited

Momma sends her boys to collect the cash. Engage T1 at 2 yards while retreating and then move left to cover. Engage T2 - T3 at 4 yards either while moving to cover or once at cover, there is a possible shoot through to Momma (no-shoot) while engaging T2 - T3 on the move. From cover, engage T4 on the left and T5 - T6 (dogs) on the right at 15 yards. Don't hit Momma standing next to T4. All targets get 2 shot each.

Stage 4: Gun Store Robbery No Concealment, Not Limited

As you help a customer, he pulls a pistol, you and he struggle for the gun and it falls to the counter. You pick up his gun and give 3 to the chest and the gun jams. You drop the piece of junk and present your gun and finish the fight with his friends. While holding a weight in both hands to simulate holding the robbers gun arm, you pick up his gun and engage T1 at 1 yard with shots. Drop the now empty gun and engage T2 and T3 at 2 yards with 3 each and T4 -T6 at 9 yards while avoiding the no-shoot.

Stage 5: Lost Tranquility Concealment, Not Limited

While enjoying the flora and fauna of the local park two thugs ruin your day. Their buddies are closing in as well. Engage T1 - T2 at 3 yards while seated, get up and move to a water fountain set into a concrete pillar for cover. Engage T3 at 18 yards after warning Grandma to get down. Engage T4 - T5 at 15 yards before you go back to feeding the birds and squirrels. All targets require 2 each.

No birds or squirrels were harmed in this stage.

After match cuisine: that place that sells steaks and milkshakes