

Rangemaster Friday Night League
(07-15-11)

| Shooter | ST 1 | PD | ST 2 | PD | ST 3 | PD | ST 4 | PD | ST 5 | PD | ST 6 | PD | TPD | TOTAL |
|------------------|-------|----|-------|----|-------|----|-------|----|-------|----|-------|----|-----|--------|
| Randy Richardson | 14.92 | 2 | 19.13 | 0 | 10.87 | 0 | 5.24 | 0 | 14.47 | 2 | 8.31 | 0 | 4 | 72.94 |
| Jerry Culp | 13.92 | 0 | 20.91 | 2 | 16.15 | 2 | 4.51 | 0 | 11.62 | 1 | 10.15 | 0 | 5 | 77.26 |
| Jim Darnell | 24.07 | 9 | 20.62 | 2 | 11.00 | 1 | 4.92 | 1 | 20.15 | 17 | 8.02 | 1 | 31 | 88.78 |
| Will Phillips | 22.59 | 6 | 23.35 | 1 | 15.24 | 0 | 7.84 | 0 | 19.97 | 6 | 10.75 | 0 | 13 | 99.74 |
| Matt Thomas | 17.49 | 0 | 33.43 | 4 | 18.21 | 2 | 7.04 | 1 | 20.98 | 7 | 11.17 | 1 | 15 | 108.32 |
| John Parker | 16.15 | 2 | 31.00 | 1 | 17.94 | 5 | 7.28 | 0 | 26.99 | 8 | 13.44 | 2 | 18 | 112.80 |
| Tony Pierce | 26.71 | 0 | 34.30 | 12 | 26.91 | 12 | 8.09 | 0 | 25.20 | 8 | 12.82 | 0 | 32 | 134.03 |
| Stark Miller | 20.24 | 4 | 33.16 | 9 | 32.63 | 13 | 17.85 | 1 | 24.73 | 12 | 14.04 | 0 | 39 | 142.65 |
| Jeff Muse | 25.21 | 11 | 29.92 | 2 | 30.09 | 24 | 32.02 | 30 | 25.96 | 24 | 16.18 | 1 | 92 | 159.38 |

Our Customer Satisfaction Motto:

"We're Not Happy Until You're Not Happy!"

Stage 1: Camp Out Attack

Concealment optional, not limited

While hunting away from your family's camp you hear gunfire and see 3 men firing into your camp. Deal with them.

At the signal shoot T1, T2 & T3 in the head with the carbine (carbine loaded with 3 rounds). If you miss with the carbine finish them with your pistol.

Then while moving to P2 shoot T4, T5 & T6 3 shots each on the move.

Stage 2: Camp Out Attack Part 2

Concealment optional, not limited

While moving back to your camp you run across more bad guys. You take cover prone behind a tree. With a gun with 6 shots laying beside the tree,

at the signal shoot T1 - 2 shots prone. Go to kneeling and shoot T2 - 2 shots. Go to standing and shoot T3 - 2 shots. Reload, OH CRAP I'M HIT!

Transition to weak hand and shoot T4 & T5 3 shots each pieing left around tree.

Targets T1, T2 & T3 are limited to 2 shots each.

Stage 3: Target Acquisition Drill

Concealment optional, limited

T1, T2, T3 & T4 are side by side at 7 yards with 3 No Shoots in between them. Starting from either side at the signal shoot T1 thru T4 in tactical sequence 2 body shots then follow up with a head shot. Reload at slide lock.

Stage 4: Metrobus Jihad or Boomer on the Bus

Concealment, not limited

Seated at the front of the bus you hear a scream. You stand turn and see 3 jihadist on the buss holding hostages. The bad guy at the far back

of the bus is wearing a bomb belt. At the signal, stand, turn and shoot T1 with the bomb belt 2 shots. Then shoot T2 & T3 - 2 shots each.

If you shoot the bomb belt you will have 3 no shoots and 2 targets with complete misses (30 points down) added to your time.

Stage 5: Walgreen's Attack

Concealment, not limited

String-1

Facing the car you see a reflection in the window of someone behind you, turn and challenge them (signal starts then). Draw and shoot T1

2 to the body and 1 to the head.

String-2

Standing behind the back of the car at the signal, draw and kneel behind car. Shoot T2, T3 and T4 - 2 shots each avoiding the swinger no shoot.

Stage 6: Lotto Oh No!

Concealment, partially limited

You have won the lottery and thugs decide to get their fair share of your winnings. At the signal (shotgun blast) kneel behind cover and

Shoot T1 (the knock down) until he falls. Shoot T2 on the move to P2 on the left 3 shots. At P2 pie left and shoot T3 - 3 shots.

T4 gets 1 head shot only. Except for T4 the stage is unlimited.