

Rangemaster Friday Night League
(07-29-11)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	TPD	TOTAL
John Hearne (Pistol)	7.60	0	5.09	1	5.49	2	19.53	2	8.45	0	5	46.16
Randy Richardson	7.55	0	6.93	6	4.92	1	23.28	5	8.23	0	12	50.91
Chris Hopkins	6.74	0	8.03	3	4.72	1	25.89	5	10.39	0	9	55.77
Marc Swartz	11.49	0	8.30	7	6.18	3	26.44	13	11.21	3	26	63.62
Jerry Culp	14.51	5	6.53	1	5.73	2	31.28	10	5.59	0	18	63.64
Matt Thomas	13.78	0	10.43	2	6.78	3	25.01	8	8.43	0	13	64.43
John Richardson	12.72	0	6.50	1	5.65	0	28.48	3	11.14	0	4	64.49
Dwight Weaver	10.92	0	8.46	2	4.85	0	30.34	10	13.52	0	12	68.09
Ladd Dilworth	15.70	5	7.25	5	4.30	0	31.16	11	10.70	0	21	69.11
Jim Darnell	22.75	10	7.64	3	5.31	0	35.47	9	5.35	1	23	76.52
Will Phillips	12.61	0	9.54	4	15.37	9	28.06	7	12.59	7	27	78.17
Bill Baker	13.84	0	8.44	1	8.79	0	38.04	5	14.32	0	6	83.43
Lee Lovorn	19.06	5	13.52	14	11.91	1	33.63	22	8.14	0	42	86.26
Anita Hopkins	21.21	5	10.44	2	10.38	6	41.39	12	13.05	0	25	96.47
Jeff Muse	34.41	10	10.18	5	6.69	0	38.17	11	7.10	0	26	96.55
Scott Brown	58.73	15	10.08	8	6.49	2	36.91	10	10.25	2	37	122.46
Dave Galloway	44.45	25	18.85	5	18.35	0	60.59	35	22.80	1	66	165.04
John Hearne (Rifle)	11.04	0	4.88	3	5.06	2	23.79	6	3.87	0	11	48.64
John Parker	13.12	0	9.15	4	15.66	9	0.00	0	0.00	0	13	DNF
Dave Chandler	29.95	0	9.69	4	6.58	1	31.36	1	0.00	0	6	DNF
Tony Pierce	0.00	0	10.82	4	7.72	0	35.10	13	7.58	0	17	DNF

Our Customer Satisfaction Motto:

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

Stage 1: The Sound of Inevitability

Rebelling against the confines of your generated reality, you face off against Agent Smith (behind Friend A), Agent Slowpoke (behind Friend B), and a security guard in what your mind perceives to be a military compound. Hit Agent Smith in the head every time he attempts to dodge your bullets, 6 shots total, alternating sides; hit Agent Slowpoke in the head when dodging, 2 shots total, alternating sides; knock down the security guard. 9 shot minimum.

Stage 2: Base Defense Protocol

You are a prototype self-aware robot about to be attacked by four thugs for scrap metal. Dispatch the thugs, which are at distances of ~3, 6, 8, and 12 yards, while standing. 2 shots to every thug, 8 shot minimum.

Stage 3: iRobot 2.0

Since you have survived the previous attack on your existence, the engineer has decided to upgrade you with an advanced decision making core, along with functioning legs. Four thugs attack you once again for your pricey metal bits at the same distance as before. Wanting to test your new legs in a realistic situation, you rush the thugs. 2 shots to every thug, 8 shot minimum, you must be moving towards the baddies.
(Although most performed "better" on this stage than they did on the previous, they significantly decreased their chance of survival in the process.)

Stage 4: "Keep Fighting!"

You are the last surviving member of an elite team sent to investigate the transactions of Shady Double-Faced Science, Inc. As a last resort of the science team, they unleash their three regenerative bio-humans, of which the last two take scientists as body armor. Shoot the first target (~5 yards) twice, shoot the second (~6 yards) twice, and shoot the third (~8 yards) twice. As you notice their bodies swiftly repairing, shoot them all twice again, strong hand only. Realizing that normal tactics won't work, shoot them all twice again, weak hand only, so that they die of humiliation. 18 shots minimum, any reloads allowed.

Stage 5: Focal Point

You are in a parking lot when you are approached by four radical rebels. Your auto-identification program highlights the area in front of their respective hearts and lungs. Simply poke two bullets through the circles on their chests, tactical sequence, then drop their ring leader in the back with a headshot. 9 shot minimum.
Goodbye, Mr. Anderson.