#### Rangemaster Friday Night League (07-09-10)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	TPD	TOTAL
Jerry Culp	14.70	1	13.59	6	6.16	0	8.46	1	8	42.91
Randy Richardson	14.64	2	13.44	1	8.54	2	6.95	1	6	43.57
Marc Schwartz	17.01	5	11.69	2	7.76	2	12.03	4	13	48.49
Mike Birdsong	22.93	11	15.71	6	10.18	5	13.73	1	23	62.55
Tony Pierce	22.93	1	15.67	1	11.19	1	15.25	2	5	65.04
John Parker	23.14	9	20.01	13	10.28	1	14.73	6	29	68.16
James Kimbroiugh	30.54	11	32.31	13	20.20	9	24.85	26	59	107.90
Dave Chandler	27.92	7	24.45	1	9.63	1	DNF	DNF	DNF	DNF
Jeff Muse	DNF	0	DNF	0	10.03	7	15.91	7	DNF	DNF
Team Shoot										
Shooter	ST 1	PD	ST 2	PD	TPD		TOTAL			
Mike Birdsong	57.24	3	71.72	2	5		128.96			
Tony Pierce	57.24	3	71.72	2	5		128.96			
Jerry Culp	52.47	0	81.39	0	0		133.86			
Dave Chandler	52.47	0	81.39	0	0		133.86			
Marc Schwartz	105.00	30	150.55	30	60		255.55			
John Parker	105.00	30	150.55	30	60		255.55			
Jeff Muse	146.37	0	120.18	1	1		266.55			
Dave Chandler	146.37	0	120.18	1	1		266.55			
Randy Richardson	121.96	1	149.69	1	2		271.65			
James Kimbroiugh	121.96	1	149.69	1	2		271.65			

Our Customer Satisfaction Motto: We're Not Happy Until You're Not Happy!

## Stage 1:

Start arms length from T1, engage T1 from retention, move right to low cover and engage T2 – T4 at 5, 6, and 5 yards. On the move engage T5 while heading to cover. From cover engage T6 at 5 yards and T7 at 10 yards avoiding the no-shoot.

#### Stage 2: Sill Drill

Facing T1 – T4 arrayed in a diamond pattern at 5 to 7 yards with a swinger off to the right at 7 yards. In tactical priority give each target 2 to the body and then follow up with 1 head shot.

### Stage 3:

Standing behind low cover enagage T1- T2 5 yards with 2 body in tactical sequence followed by 1 head each. Drop to kneeling and engage T3 at 8 yards with 2 body and 1 head from around low cover.

### Stage 4:

Standing back from cover step out and enageg T1 – T2 at 7 yards with 3 to the body in tactical Sequence followed by 1 head shot each. Transition to other side of cover and engage T3 with 3 body and 1 head.

# Team Shoot:

This is a Bodyguard and VIP team scenario. The body guard must get the VIP quickly away from an attempted kidnapping. Starting inside a club the bodyguard fends off an attacker and takes the VIP out the service entrance as planned to the armored limo.

Starting at arms length from "Bad Bob" the BG knocks Bad Bob to the ground and commands the VIP to hang on. The VIP grabs the BG's shoulder and follows the BG step for step. BG exits main room through the door and into the service access and encounters T1 and NS at 3 yards. T1 gets 2 and 1. Moving to the building exit the team finds that the parking area is swarming with bad guys. BC engages T2 and T3 at 4 and 7 yards with 2 and 1, the T4 at 15 yards with head shot (balloon) and T5 at 22 yards with a head shot (balloon). The BG succumbs to wounds at this point and the VIP takes the BG's gun and ammo and moves toward the Limo engaging T6 and T7 on the move with 2 and 1. From cover of the rear of the Limo the VIP engages T8 – T10 with headshots (balloons) at 10 yards. \*The balloons were sized to between 45% and 60% of the size of the head of an IDPA target to more closely represent the actual target size for a headshot.

We did this in two stages so the shooter could be a BG one stage and the VIP on the other.