

Rangemaster Friday Night League
(08-12-11)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	TPD	TOTAL
Randy Richardson	4.06	0	12.88	1	7.28	2	17.19	5	15.88	0	8	57.29
Bob Briggs	4.91	1	14.55	2	6.31	0	16.73	5	15.23	0	8	57.73
John Richardson	4.41	0	14.25	1	10.10	0	14.71	0	15.76	1	2	59.23
Chris Hopkins	7.28	2	13.66	6	5.28	0	22.35	20	18.41	13	41	66.98
Matt Thomas	10.15	1	16.83	0	8.47	0	15.00	0	17.41	5	6	67.86
Jerry Culp	6.66	0	17.92	6	8.50	5	18.07	10	17.20	2	23	68.35
Dwight Weaver	13.66	0	13.39	4	11.32	5	21.03	10	18.47	10	29	77.87
Brent Lavers	11.66	1	12.47	2	8.99	0	23.40	10	22.97	5	18	79.49
Lynn Kugele	8.07	1	17.52	13	9.59	1	26.44	20	25.17	17	52	86.79
Lee Lovorn	8.67	1	20.10	8	10.26	6	20.35	10	27.65	9	34	87.03
Greg Hopkins	9.91	4	24.03	22	11.00	2	21.56	10	21.12	14	52	87.62
John Parker	13.20	0	21.31	8	10.77	5	26.38	20	19.81	7	40	91.47
Tony Pierce	6.22	0	40.37	8	12.67	5	28.49	20	31.54	10	43	119.29
Roger Marion	35.74	3	34.08	23	15.78	3	30.00	20	53.84	29	78	169.44
Keith Williams	0.00	0	17.95	5	13.09	1	31.30	30	32.14	14	50	DNF
Dave Chandler	6.25	0	16.73	1	8.93	0	20.88	5	0.00	0	6	DNF
John Vance	12.67	0	37.94	7	9.79	5	22.12	10	0.00	0	22	DNF

Our Customer Satisfaction Motto:

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

Stage 1: Judgement Call

The shooter is faced close against a knock-back target that, when shot, falls onto the activator pad for the drop-turner on the left. As the knock-back is dropping, the shooter has a small window of time when he can shoot at Knock-Down Ted in the backstop; however, Ted can also be shot after the shooter engages the swift drop-turner as well. 2 shots for the drop-turner, as many shots as needed for the knock-downs. Concealment is required.

Stage 2: Offend Defensively

The shooter is placed in front two targets that need to be shot twice to the body and once to the head each while moving backwards. Once the barrels on the shooter's left are reached, the shooter shoves the knock-back onto the activator plate and high-tails it to the barrel stack on the left side of the range. The shooter then engages the drop turner already in swing, then the target behind it, then Knock-Down Ted. 2 shots each to the paper targets on the left, 11 shot minimum. Concealment is required.

Stage 3: Unluckiest Hazmat Team

Called in to handle the epidemic of the virus of unknown origin at Shady Double-Faced Science, Inc, you are alone examining the dark halls of one of the many floors of experimentation. You are then approached across the hall by one of the now zombified research teams. Not wanting to waste time, you immediately give them each two shots to the chest with your dominant hand. Having now remembered the cardinal rule of zombie eradication, you shoot them each in the brain once, with your non-dominant hand so you can rest your dominant hand.

Stage 4: Five Down

The shooter is placed in front of a target five yards away, with two targets each about five yards father away than the previous. Shoot each target twice in the head in order of approach, preform a slidelock reload due to your restricted ammunition, and then shoot each target twice in the head again. 12 shot minimum. Concealment required.

(This stage tested the shooter's ability to adjust their rhythm of shooting at varying distances.)

Stage 5: Defend Offensively

You are the sole bodyguard of the politician most hated by the radical extremists of your area. Having just opened the limo door for him, you turn around to find his wife being dragged away at gunpoint. Deal with thug behind her. As your vision is expanding to access the situation, shoot the armored thug closing in on the politicians wife and the two thugs with the hostage wailing around in front of them like an idiot. Finish by knocking down the fragile marxman in the back holding the rifle. 9 soht minimum. Concealment required.