

Rangemaster Friday Night League
(8-19-11)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	TPD	TOTAL
Jerry Culp	14.35	5	7.52	0	15.03	3	13.92	2	22.36	3	15.30	3	16	88.48
Ladd Dilworth	15.36	3	5.61	2	17.26	5	16.13	2	18.30	2	17.01	5	19	89.67
Chris Hopkins	20.35	0	6.66	0	20.47	1	13.30	1	25.65	0	19.06	5	7	105.49
Matt Thomas	24.01	2	6.00	0	23.60	2	17.15	1	28.05	1	17.44	0	6	116.25
John Parker	16.87	0	16.04	6	20.34	2	21.06	8	25.39	0	20.16	1	17	119.86
Bill Baker	19.33	7	7.58	0	18.09	0	18.22	2	35.17	0	21.63	5	14	120.02
Will Phillips	19.34	8	13.62	6	21.60	4	21.81	8	25.69	2	23.72	7	35	125.78
Jeff Muse	26.57	5	15.12	5	25.69	6	24.40	0	34.14	1	24.53	8	25	150.37
Tony Pierce	21.68	3	7.05	0	26.92	0	19.55	1	43.14	0	36.55	8	12	155.87
Eugene Russell	29.39	2	19.28	5	25.39	5	22.48	10	32.57	1	39.66	11	25	168.77
Greg Hopkins	26.14	6	19.43	5	34.51	9	20.45	3	69.04	1	30.40	3	27	199.97

Our Customer Satisfaction Motto:

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

Stage 1: Move Stupid Move (WP)

At signal shoot T1, T2 (swinger) and T3 at 5 yards with 2 shots each while a swinging no shoot is moving behind them. Move to P2, pie and shoot T4 & T5 2 to the body and 1 to the head. Reload at slide lock.

Concealment - Not limited.

Stage 2: Flash Mob # 1 (WP)

You are behind the counter at your place of business when you see a armed flash mob pushing past your customers. You put your hand on your gun and wait for trouble. At the signal side step left, draw and shoot T1 3 shots to the body. Shoot T2, T3 & T4 - 1 head shot each. Make up shots after all targets engaged.

Concealment - Not limited.

Stage 3: Flash Mob # 2 (WP)

You are in a restaurant and your drunk friend is at the bar when an armed flash mob enters. At the signal shoot T1, T2, & T3. Shoot T4 on the move to P2. At P2 reload with retention, grab your drunk buddy and move right towards the door. Shoot T5, T6 & T7 strong arm only. All targets get 2 shots each.

Concealment - Not limited.

Stage 4: Miami Shoot Out (JP)

At signal shoot T1 (balloon head shot) until his head pops. Move to P2 and shoot T2 & T3 - 2 to the body & 1 to the head then reload with retention. You are shot in the gun arm moving to P3. At P3 shoot T4 & T5 2 shots each with weak arm.

Concealment - Not limited.

Stage 5: A Day At The Beach (JP)

A pair of guys thinks its funny to set their 3 rottweilers on you at the beach. With your gun & spare mags under a towel next to your chair at the signal, grab your gun shoot the dogs with 2 shots each then their owners 3 times each.

No concealment - Not limited.

Stage 6: A Bad Day Gets Worse (JP)

Thugs attack you for being on their turf. At the signal (no shoot swinger activates), turn, draw and shoot T1 & T2 - 2 shots to the head. Move right to P2. Pie and shoot T3 & T4 - 2 shots each. T5 has a red knit cap. He has body armor and gets 3 to the body and 1 to the head.

The cap is randomly placed on T3, T4 or T5 after each shooter.

Concealment - Not limited.