

Rangemaster Friday Night League
(08-26-11)

Range Master FNL 6-1-2011

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	TPD	TOTAL
Randy Richardson	18.20	3	22.14	0	12.50	0	17.56	1	13.26	2	14.62	1	7	98.28
Jerry Culp	18.35	2	23.65	5	12.50	2	18.57	1	13.87	2	14.59	1	13	101.53
John Richardson	23.31	0	27.42	0	13.02	0	18.68	1	19.01	1	18.95	2	4	120.39
John Parker	21.79	2	29.68	1	15.03	1	20.05	0	20.67	0	20.60	2	6	127.82
Bill Baker	26.77	2	30.12	1	14.36	1	25.03	12	21.73	2	15.19	1	19	133.20
Dwight Weaver	21.97	0	27.65	1	16.65	2	22.61	0	27.05	12	17.31	1	16	133.24
Will Phillips	21.44	2	29.02	4	12.86	0	26.32	11	26.52	12	18.72	5	34	134.88
Lee Lovorn	29.31	5	32.95	4	17.86	6	39.49	12	28.45	3	16.27	3	33	164.33
Tony Pierce	29.43	1	41.07	1	16.67	2	35.41	2	35.29	7	23.81	2	15	181.68
Peter Cross	43.12	16	51.42	15	37.96	15	40.91	18	38.91	20	34.00	14	98	246.32

Our Customer Satisfaction Motto:

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

Stage 1: Lean into it

The shooter starts at position one on the left, loaded to division capacity. At the buzzer he shoots the target in front of him, moves to the nearest cover to the right and shoots the target behind it. He moves to the next cover on the right and shoots the target, moves to the next cover on the right, and shoots two targets behind that. He then moves to the cover on the left and shoots a target behind it, finishing up by moving behind one more cover on the left and shooting two targets. 2 shots per target, 16 shot minimum.

Stage 2: Lean with a purpose

Starting with the gun unloaded on the table and all spare magazines on the table as well, the shooter repeats the above course of fire with the limitation that whatever direction he's sprinting dictates which hand he uses to fire his weapon. (Go right, right hand; Go left, left hand.) No concealment required.

Stage 3: Riot Time

While at your not-favorite restaurant with a group of friends, you see the final score of a futbol match on one of the televisions. As you look around, you see a crowd of men wielding guns coming up to the large windows next to you. Engage two targets while walking backwards to get to cover. Run from the cover and engage two more thugs while missing the bored waiter that had been chatting in your car all night. Once you make it to the second pillar of cover, engage two more targets by tactical priority through the last window. 2 shots each, 12 shots total.

Stage 4: "Right-Left-Right-Left-Right-Right-Left-Right-Left-Right-Right-Left-Right-Left-Right. Got it?"

While working as a temp for Shady Double-Faced Science, Inc. you are walking down a hall of the Biological Testing wing when you hear faint screams coming from one of the laboratories. Running into the back where a miniature reactor is located, you find an unconscious scientist and twenty foot tall broccoli monster attempting to bash its way free. Shoot each of its five stems twice in tactical sequence, and then finish it off with a headshot to each of its five florets. 15 shots total.

Stage 5: Curtain Call

While working behind stage as the scene choreographer at your favorite opera house, you see mobsters that feel as though you had made fun of their home country entering on both sides of the curtain. Sprint up to the curtain on the left and shoot three thugs holding knives, then sprint to the other side of the curtain and do the same. Every thug receives 2 to the body and 1 to the head. 18 shots total.

Stage 6: Hold the line

Earth's finally pissed of the aliens and you're one the last able-bodied malitiaman left to defend your town. As you stand guard in a small pasture, four aliens round a corner and start firing on you. You engage the tallest one on the left and then get hit in the knee by one of their weak plasma guns. While kneeling, you take out another alien. You get hit in the hip this time, and while prone you take out one more alien. When all of this was happening, the smallest alien had hid himself and throne a percussion grenade near your feet-- as the third alien falls, the grenade explodes, throwing you belly-up in prone. Sure that you had to be dead, the last alien rounds the corner again, meeting your hands them. and the bullets coming from below 8 shot minimum, no concealment. Rolling around in the dirt required.