Rangemaster Friday Night League (08-27-10)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	TPD	TOTAL
John Hearne	9.86	5	16.41	8	8.94	1	13.33	0	13.81	1	15	62.35
Jerry Culp	11.40	1	14.11	3	9.07	0	20.64	0	12.86	3	7	68.08
Marc Schwartz	15.25	7	16.89	3	11.21	1	21.42	2	11.67	0	13	76.44
Matt Simmons	22.05	3	16.63	5	12.92	0	16.01	3	14.92	1	12	82.53
Goetz Stobbe	10.95	10	24.17	4	15.42	0	17.91	0	17.63	0	14	86.08
Michele Kamp	14.76	5	18.05	3	16.49	2	20.74	2	16.98	0	12	87.02
J.C. Faircloth	22.20	21	16.50	1	18.42	7	19.77	5	14.81	0	34	91.70
Mike Birdsong	21.39	6	18.03	0	12.71	1	25.45	0	14.83	0	7	91.80
Brent Lavers	16.05	8	26.23	5	16.11	0	25.98	0	19.00	2	13	103.37
Jeff Muse	12.88	12	27.7	21	17.46	2	25.89	0	25.93	0	35	109.86
Will Phillips	12.15	1	20.19	4	21.60	0	37.81	0	22.11	2	7	113.86
John Richardson	23.71	8	26.64	5	31.53	3	31.93	0	26.16	0	16	139.16
Robi Simpson	14.71	8	26.56	13	17.28	3	63.30	0	21.38	1	25	143.23
Tony Pierce	12.00	5	25.94	10	17.97	1	66.53	0	21.35	2	18	143.79
Bill Kinsworthy	15.58	4	30.21	11	54.31	11	72.30	2	29.16	3	31	202.01
Luis Gutierrez	17.36	6	25.90	11	25.86	15	121.63	0	34.79	13	45	225.54
Wayne Colson	DNS	0	19.37	6	11.66	0	15.43	0	16.17	0	6	62.63
Bill Baker	17.05	9	18.97	6	14.39	1	DNS	0	DNS	0	16	50.36

Stage 1: Swinger Hell (WP)

The SO begins swinging target hanger with T2 a no shoot and T3 then moves behind shooter who launcher T1 on a swinginer stand at the signal. Shoot T1, T2 & T3 with 3 shots each avoiding the no shoot. Concealment, not limited.

Stage 2: Bad Time For A Walk (WP)

At he signal draw and shoot T1 between 2 no shoots while moving to P2. At P2 kneel and shoot T2, T3 & T4. Reload at slide lock. Concealment, not limited. All targest get 3 shots each

Stage 3: Fun At The Rangemaster Front Desk (WP)

You are at the far corner of the front desk when 4 thugs holding a hostage raid the place. At the signal shoot T1, T2 & T3 in tactical sequence. Then shoot T4 with a balloon head shot til he pops. Concealment optional, 3 shots each, not limited. Concealment optional, 3 shots each, unlimited.

Stage 4: Hostage Rescue (WP)

With your hands on the column at P1 at the signal shoot T1 at 15 yds in the balloon head til he pops. Move to P2 and repeat with T2. Move forward to window at P3 and pie T4,T5 and T6 and give them 2 shots each avoiding the no shoot. Concealment. Not limited.

Stage 5: Go Either Way (RR)

T1 is just beyond arms length between 2 columns. At the signal draw and shoot T1 4 times inside the cut out center. Go left or right and pie and shoot 2 targets with 2 shots. Move to the opposite side and pie and shoot the 2 remaining targets with 2 shots each. Concealment, not limited

Our Customer Service Motto: Were Not Happy Unless Your Un-Happy!