

Rangemaster Friday Night League  
(08-05-11)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	TPD	TOTAL
Randy Richardson	10.79	0	10.46	1	5.45	0	13.52	3	12.94	1	12.09	1	6	65.25
Ladd Dilworth	11.36	0	13.29	0	7.89	3	14.11	2	14.86	4	11.34	1	10	72.85
Will Phillips	6.39	0	12.38	0	10.49	6	18.41	4	17.31	2	15.27	0	12	80.25
John Richardson	13.38	0	15.03	0	7.58	0	21.49	2	19.00	0	15.30	0	2	91.78
Tony Pierce	13.60	0	18.04	0	6.52	0	24.04	3	27.25	0	17.59	0	3	107.04
John Parker	14.30	0	14.96	0	17.39	10	19.53	2	21.25	1	20.79	1	14	108.22
Lynn Kugele	13.53	2	17.92	1	10.93	4	26.03	5	22.34	5	19.25	2	19	110.00
Brent Lavers	17.38	0	24.22	0	8.54	1	33.27	2	23.49	0	21.94	0	3	128.84
Walter MacKay	12.76	0	28.11	11	18.91	22	28.78	5	22.91	1	29.08	1	40	140.55
Lynda MacKay	18.52	6	37.50	7	16.11	11	50.24	7	48.95	2	34.76	8	41	206.08
Scott Sanford	0.00	0	0.00	0	0.00	0	27.18	6	20.64	4	17.68	0	10	DNF
Harold Walter	13.79	3	22.54	11	11.77	0	24.51	0	0.00	0	0.00	0	14	DNF
Roger Marion	31.22	1	24.75	7	24.03	10	26.72	9	37.21	19	0.00	0	46	DNF

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

**Stage 1: Prisoner Ultimatum**

You had been out in a European second world country carrying weapons when you were arrested and placed in a small concrete block. Knowing that the guards don't like their smart American, it is no surprise to you when one guard attempts to execute you with a handgun late at night, so you manage to kill him with prepared objects in your cell. Taking his gun, with 2 rounds left, you must disable the main hall guard and shoot his alarm button so he can't hit it on his way down. If you fail to hit both, you must rush into the nearby armory and reload your weapon and then proceed to take down three riot cops with 2 shots each. 2 shot minimum, no concealment. Only Will was able to complete the stage with the minimum rounds.

**Stage 2: Prisoner Prequel**

You are out having a wonderful time on the public transit system of the main-street at your vacation spot when 3 gangsters walk into the vehicle firing weapons. Kneel behind your chair, taking out the thugs with a headshot each so as to avoid innocent passengers (including that teenager who had been flipping you the bird the entire ride.) As you walk down the middle to talk to the driver, you hear men shouting on the left side of the vehicle with large-caliber weapons. Lean out the window and take both of them down with 2 shots each so they can't make it through the door. 7 shot minimum, concealment required.

**Stage 3: "You Shoot Badguys."**

You are watching over the counter of a gun range listening to some shooting buddies in the back trying to come up with a creative name for a stage they made when 3 thugs walk through the door and position themselves so that the two customers that had been poking around the store are between them. They then draw weapons and pin the customers in front of themselves to be used as body shields. While moving backwards, shoot the thugs twice to the body and once to the head each. 9 shot minimum, no concealment.

**Stage 4: Undead Parking Garage**

You are just come in for the graveyard shift at Shady Double-Faced Science, Inc. to find your former bosses turned into zombies. While slowly shuffling backwards, shoot the three zombies twice each in tactical sequence. Retreat around a pillar in the parking garage where you hear your security team buddies being attacked by the brain-hunting day shift team. Use your vantage point to take down the two armored zombies, three shots each, and then pop a highly-acidic zombie before he can explode on your friends. 13 shot minimum, concealment required. Before the final zombie explodes you can make out a faint grumble: "I'm docking your pay."

**Stage 5: Magazine Salesman**

You open the front door to a slick-haired man telling you about how he can get you a year's subscription for a one time fee of \$40.00... lulled into boredom, you don't notice the three men that jumped out of an unmarked van wielding bats and tire irons until they are on your porch. Unable to tell if the salesman is with the thugs, you hold him by the neck and shoot over him with one hand, 2 shots each to the thugs. Leave the salesman stunned at your door, retreating to a side room so you can shoot three thugs twice each and knock down notorious "Phat Albhurt." 13 shots total, no concealment required.

**Stage 6: Realism Scenario**

Upon stating your understanding of the course of fire, instead of the normal procedure, the safety officer yells "GIVE ME YOUR MONEY!," at which you sidestep the two crackheads in front of you and shoot them. You retreat to the corner of the bank's ATM area and find two gangsters and a violent drunk scrambling to take your money as well. Upon knocking down the drunk, you find another gangster behind him. 1 shot to the alcoholic, 2 each to the crackheads, and 3 each to the gangsters. 14 shot minimum, concealment required.