

Rangemaster Friday Night League
(09-03-10)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	TPD	TOTAL
Jerry Culp	33.36	1	15.55	6	6.84	1	13.00	2	4.65	0	10	73.40
Randy Richardson	37.64	1	14.01	6	4.22	0	14.28	3	6.18	0	10	76.33
Jim Darnell	52.19	26	13.90	4	4.92	1	20.86	5	4.45	0	36	96.32
Ladd Dilworth	43.09	8	16.04	6	7.23	7	28.93	28	9.21	4	53	104.50
Bill Baker	60.81	26	19.84	2	7.28	2	17.00	1	4.68	0	31	109.61
Simon Huang	59.39	27	20.04	5	7.73	0	19.27	6	4.41	0	38	110.84
Marc Schwartz	68.83	13	16.66	8	6.43	4	26.92	6	5.63	3	34	124.47
Dwight Weaver	79.86	23	20.16	2	6.12	0	24.27	6	6.06	0	31	136.47
John Richardson	72.07	8	31.12	3	11.96	1	19.06	5	7.78	1	18	141.99
Lynn Kugele	79.53	18	26.76	11	9.73	1	32.12	8	18.93	0	38	167.07

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

Stage 1:

Hostage Rescue. No Concealment, Not limited

You make entry to rescue hostages and you partner goes down just inside the doorway.

You engage his attacker at the end of a long hall and proceed through the building neutralizing threats and freeing hostages.

At signal engage T1 at 25 yards move forward to corner and engage T2 and T3 from cover.

Move down the hall and engage T4 and T5 from cover at 12 yards while avoiding the hostage.

Move again the room and use cover to engage T6 and T7 then retrieve the baby and engage

Either T6 or T7 with 1 headshot.

All targets get one body and one head. T1 had a balloon for the head target.

Stage 2:

Car jack, Concealment, Not limited

While getting into your car you are approached by THUGS (Two Hugely Undesirable Gang Supporters)

And a little further down the street are their Bud's (Big Ugly Dudes) waiting to assist.

Starting with keys in the strong hand and position to open a car door, at signal turn, draw and engage

T1 and T2 on the retreat in tac sequence while heading to cover of the car. From cover engage T-3

and SW1 at 8 yards and then T4 7 yards, T5 at 9 yards and T6 at 11 yards.

All targets 2 each.

Stage 3:

Choose... No Concealment, Not limited

Start 7 yards from swinger to the right and 10 yards from T1 -T3. T1 -T3 are balloon chest shots.

Swinger has an approximate 1.25 second delay.

At signal shoot targets in any order, 2 to the swinger and pop each balloon.

Stage 4:

Store Robbery, No Concealment, Not limited

While at the counter six SLUG's enter (Similar Looking Ugly Gangers) Knowing what happens next

you casually get your hand on the gun under the counter and place your support hand on the shoulder

of your co-worker.

At signal move co-worker out the fight and engage T1 and T2 at 4 and 6 yards with strong hand only,

then engage the swinger and the three balloon targets freestyle in any order. All paper targets gets three each.

Stage 5

Store Robbery, No Concealment, Not limited

While going to the back room, you encounter a coworker that is fleeing from three robbers. You

Restrain the coworker to keep them knocking you down in their panicked run to avoid the robbers.

There are three of them right there and another further back.

Start holding the no-shoot, engage T1 - T3 with 2 each strong hand only, then engage T4

freestyle after moving the no-shoot aside.

All paper targets get 2, T4 is a balloon target.