

Rangemaster Friday Night League  
(09-04-09)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	TPD	TOTAL
Jerry Culp	20.98	1	5.28	0	13.65	6	11.78	2	8.13	1	10	59.82
Randy Richardson	24.20	9	5.09	0	11.85	4	11.09	6	11.25	5	24	63.48
Rick Owens	32.78	19	6.17	0	14.61	4	12.49	5	9.57	3	31	75.62
Ladd Dilworth	32.71	21	5.56	0	16.19	4	22.37	30	8.51	0	55	85.34
Pat Kendall	35.10	11	6.67	0	16.11	0	15.80	10	16.26	0	21	89.94
John Parker	33.18	15	12.26	0	22.42	10	14.04	5	10.66	0	30	92.56
Will Phillips	33.05	11	8.36	5	26.58	16	18.07	9	10.17	0	41	96.23
Marc Schwartz	42.65	34	5.90	0	21.78	14	15.51	5	13.15	0	53	98.99
Tony Pierce	46.41	33	7.62	0	19.36	5	13.99	1	12.75	4	43	100.13
Lynn Kugele	37.31	13	8.53	0	23.71	6	21.26	6	13.59	2	27	104.40
Steve Torelli	43.28	21	6.89	0	22.02	2	14.25	3	18.59	3	29	105.03
Brent Lavers	33.72	9	7.93	0	23.98	7	22.28	13	17.23	1	30	105.14
Brad Dilworth	34.20	8	14.57	5	27.82	23	19.24	12	15.10	10	58	110.93
Michelle Kamp	50.55	22	12.50	0	21.96	5	17.60	8	14.75	0	35	117.36
Christina Brown	81.65	52	18.08	0	28.79	7	35.40	32	19.16	10	101	183.08

Our Customer Satisfaction Motto:

***"We're not happy, until you're not happy"***

**Stage 1: Standards from Hell (or is it Hill?)      Limited, No Concealment**

Start with gun and magazines on table. Gun empty. At signal engage T1 at 17 yards with 6, then T2 at 10 yards with strong hand only with 6, and finally T3 at 7 yards weak hand only with 6.

**Stage 2: Oh Snap! My gosh darn gun isn't loaded!      Concealment, Not Limited**

A quartet of thugs enter your store and offer you a deal, you give them everything they want and they just might not kill you for the fun of it. Declining their generous offer you draw and fire on the leader. The click you hear triggers a visual in your mind that when you cleaned and loaded your gun yesterday, you forgot to run the slide. Training takes over and you do a TRB and deliver a nugget of of semi-precious metal to the noggin of each of them. At signal, draw and press of a dry shot, do a TRB and shoot T1 - T4 near to far with one head shot each.

**Stage 3: Mirror, Mirror      Concealment, Not Limited**

On either end of a wall is the same target array, in a mirror image of the other. Start at the center of the wall, move to either end shoot T2, T4, T3 and T1 in that order. move to the other end and repeat. Any IDPA legal reload may be done while using the wall as cover.

**Stage 4: Move and Shoot      No Concealment, Not Limited**

Movement skill drill, while going forward engage T1 through T5. fault lines are placed so that 3 shots to T1 and T2 as the first pair and then T3 and T4 as the second pair must be engaged quickly. Any reload, any place, any time is allowed. All shots must be done on the move.

**Stage 5: Where is Your Malfunction?**

Starting with a randomly placed dummy in the gun, you engage T1 - T4 and fix the malfunction when it occurs. Each target gets two shots and T1 is mostly obscured by a no-shoot.