

Rangemaster Friday Night League
(06-19-09)

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	TPD	TOTAL
Jerry Culp	8.83	0	9.35	2	13.51	3	13.87	7	9.72	2	10.04	2	16	65.32
Ladd Dilworth	16.37	11	10.36	0	24.92	15	12.28	4	11.28	4	16.23	10	44	91.44
Pat Kendall	13.97	0	10.82	0	21.02	2	16.22	2	14.64	2	14.94	3	9	91.61
Irvin Black	16.69	11	11.90	1	21.93	7	16.54	7	14.59	5	11.90	2	33	93.55
Will Phillips	12.96	2	12.13	1	22.08	3	13.18	6	12.84	7	20.66	16	35	93.85
john Parker	14.37	5	10.57	2	20.49	3	15.80	2	18.32	16	18.39	11	39	97.94
Jim Darnell	22.88	6	10.76	3	20.28	4	20.08	10	15.05	1	12.56	5	29	101.61
Mike Holt	15.58	6	12.36	1	21.75	1	18.62	2	18.54	5	18.07	5	20	104.92
Goetz Stobbe	28.23	19	11.22	1	20.44	7	16.51	4	13.94	3	14.64	7	41	104.98
Ken Grubbs	22.74	11	9.86	1	22.53	5	23.08	5	14.53	4	18.85	5	31	111.59
Jeff Muse	26.03	17	11.71	5	23.25	12	13.90	1	17.96	6	19.04	14	55	111.89
Mike Birdsong	27.36	6	11.51	0	21.85	2	22.18	14	16.80	1	16.53	2	25	116.23
Eugene Russell	15.08	0	16.44	5	37.56	17	16.74	9	19.76	7	22.91	15	53	128.49
Dave Galloway	30.13	8	30.24	2	35.11	16	23.54	11	16.99	11	19.04	17	65	155.05

Our Customer Satisfaction Motto: **"We're not happy, until you're not happy"**

Stage 1: Pain... Concealment, Not Limited

Accosted in the parking garage you are attacked by three thugs, you retreat to cover only to find that two more thugs are there for you to deal with. Your weak arm is hit forcing you to finish strong hand only. On the retreat engage T1 at 2 yards and T2 - T3 3 yards with 1 each. Move to cover and engage T4 and T5 at 2.5 yards strong hand only with 2 body each followed by one head each. Engage T1 - T3 with one head each strong hand only.

Stage 2: Pain +2 Concealment, Not Limited

Accosted in the parking garage you are attacked by three thugs, you retreat to cover only to find that two more thugs are there for you deal to with as you move towards the exit. Just before the exit you have two more gang members to get past. On the retreat engage T1 at 2 yards and T2 - T3 3 yards with 1 each. Move past cover and engage T4 and T5 at 2.5 yards while on the move to far cover. From far cover engage T6 and T7 at 13 yards with 2 each.

Stage 3: Suffering Concealment, Not Limited

At signal engage T1 and T2 at 2 yards with 2 body followed by 1 head. move to cover and engage T3 - T5 at 10 yards with 2 each, continue to pie cover and engage T6 - T7 at 16 yards with 2 each.

Stage 4: Anguish Concealment, Not Limited

Same stage layout as Stage 3, shot weak hand only. Targets get 1 shot each/

Stage 5: Granny's a swingin' !!! Concealment, Not Limited

Hearing your dear old granny crying for help you run down the hallway and engage two bad guys on the way to the living room where granny is fighting three more. At signal activate swinger with no shoot. Move into the hallway and engage T1 - T2 with 3 each on the move. From the corner of the doorway engage T3 - T5 while avoiding Granny on the swinger.

Stage 6: Dog Double Trouble Concealment, Not Limited

You've startled two drug house guard dogs and they run at you in full on attack mode. Aroused by the dogs, the drug dealers come out of the drug house after you. Engage D1 - D2 at 3 yards with 3 each, D1 and D2 are angled ~15 degrees off parallel to you making the target areas very small. Engage T1 - T2 at 4 yards either on the move or from cover with 2 each. From cover engage T3 with 2 at 8 yards.

*any type of reload was allowed for all stages.

Post Match Cuisine: Chinese