

Rangemaster Friday Night League
(09-10-10)

Range Master FNL 9-10-2010

Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	TPD	TOTAL
Will Phillips	28.35	3	12.06	2	11.47	1	8.70	1	21.35	4	6.82	0	15	88.75
Marc Schwartz	30.28	2	18.40	5	12.60	3	6.84	0	17.73	3	8.68	3	16	94.53
Harold Walter	38.99	15	15.50	0	9.91	0	14.01	4	25.35	8	5.37	0	27	109.13
Tony Pierce	33.83	9	18.89	2	13.99	5	11.33	2	21.70	6	13.82	0	24	113.56
John Parker	39.92	2	13.19	1	12.32	0	11.45	0	32.39	2	6.45	0	5	115.72
Lynn Kugele	34.09	14	17.13	3	22.05	4	14.02	1	20.43	0	8.45	1	23	116.17
Bill Kinworthy	43.51	15	12.76	3	36.44	2	11.18	2	38.52	5	13.25	2	29	155.66
Jerry Culp	26.18	6	13.22	2	DNF	0	DNF	0	DNF	0	DNF	0	8	39.40
Jeff Muse	43.85	3	18.61	1	11.63	2	12.00	3	24.32	11	DNF	0	20	110.41

Our Customer Satisfaction Motto:

"Were Not Happy Unless Your Not Happy"

Stage 1: Home Ambush (by MS)

You arrive home to an ambush. From starting position at booth 1 at the signal, go thru door and shoot T1, move forward and left and shoot T2 & T3 on the move in the hall. Move left along wall and pie and shoot T4, T5, T6 & T& avoiding the no-shoots.

14 Shots, 2 per target, not limited, concealment.

Stage 2: Workers Comp Claim (by WP)

You are watching the counter for Tony at the newly re-modeled Rangemaster that has a column on the left side of the counter when thugs with hostages enter firing. You are hit in your gun arm and drop your gun on the counter and duck. At the signal, stand grab your gun & shoot T1 & T2 in tactical sequence with support hand. Pie column and shoot T3 & T4 (still with support hand) avoiding no-shoots between T1 & T2 then T3 & T4. 8 Shots, 2 per target, concealment optional not limited.

Stage 3: Workers Comp Claim Version 2 (by WP)

The scenario is exactly the same as stage 2 EXCEPT Shooter is now using the strong arm only.

Stage 4: Workers Comp Claim Version 3 (by WP)

The scenario is exactly the same as stage 2 EXCEPT Shooter is now shooting free style.

* Harold Walter suggested the Stage 2 extensions as a training benchmark and Marc and I agreed*

Stage 5: Delivery Gone Bad (by MS)

Starting at P1 on left side of the range holding a package (the baby), at the signal, drop the package and shoot T1. While moving right to P2, shoot T2 & T3. From P2 shoot T4, T5 and T6 from behind and over the top of cover avoiding the no-shoot.

18 shots, 3 per target reload at slide lock. Concealment and not limited.

Stage 6: Turn And Burn (by WP)

Facing up range and at the signal, turn, draw and shoot Cut Out targets T1 and T2 with 3 shots each to the body. Follow up with a head shot to T3 holding a hostage. 7 shots, concealment and not limited.