



MN IDPA

April 25, 2016

All Shooters

Most Accurate: Andy Dulay SSP - Sharpshooter 81.38 (5)
 High Senior: David Mull SSP - Marksman 101.85 (16)
 High Distinguished Senior: David Johnson CDP - Sharpshooter 67.91 (9)
 High Lady: Seanne Vescio SSP - Marksman 132.23 (45)
 High Law Enforcement: Andy Dulay SSP - Sharpshooter 81.38 (5)
 High Military: Lenny Lolmaugh ESP - Master 54.37 (7)

Match --Penalties--
Score PD NT PE FN

Stage 1 Stage 2 Stage 3 Stage 4

CDP - Sharpshooter

1	David Johnson	A43766	67.91	9	0	0	0	11.68 (0)	16.19 (0)	17.78 (3)	22.26 (6)
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CDP - Marksman

1	Kevin Shoff	A176358	99.28	13	1	0	0	19.28 (1)	20.22 (0)	24.92 (3)	34.86 (9)
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ESP - Master

1	Chris Zell	A347221	51.04	6	0	0	0	7.88(0)	11.50 (0)	12.17(0)	19.49 (6)
2	Lenny Lolmaugh	A743624	54.37	7	0	0	0	9.86 (1)	10.51(0)	17.15 (5)	16.85(1)

ESP - Expert

1	Matt Klinowski	A406249	50.67	6	0	0	0	8.56 (0)	11.98 (2)	12.48 (2)	17.65 (2)
2	David Perri	A756630	68.50	14	0	0	0	11.22 (2)	15.92 (0)	19.28 (9)	22.08 (3)

ESP - Sharpshooter

1	Ron Marra	A975440	102.92	21	1	0	0	15.80 (4)	28.63 (1)	24.90 (13)	33.59 (3)
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ESP - Marksman

1	John Weber	A191251	93.97	2	1	0	0	15.12 (0)	19.32 (0)	20.06 (0)	39.47 (2)
2	Gary Suszek	A27112	95.84	17	1	0	0	19.70 (3)	24.92 (1)	21.68 (8)	29.54 (5)
3	Gary Nehring	A42771	114.02	15	1	0	0	19.13 (1)	27.01 (0)	27.67 (3)	40.21 (11)
4	George Phillips	A39242	117.87	19	2	0	0	13.53 (2)	20.85 (0)	36.33 (8)	47.16 (9)
5	Charles Peters	A45589	123.00	19	1	1	0	17.36 (0)	41.03 (0)	25.25 (6)	39.36 (13)
6	Joel Rumbolo	A51653	129.89	11	1	0	0	28.62 (1)	26.67 (0)	35.50 (5)	39.10 (5)

SSP - Expert

1	Paul S. Munizzi	A52837	71.17	15	0	0	0	12.35 (2)	15.25 (0)	17.60 (7)	25.97 (6)
2	Matt Tippins	A727243	79.53	20	1	1	0	15.83 (2)	14.96 (1)	20.27 (10)	28.47 (7)

SSP - Sharpshooter

1	Keith Melvin	A33268	74.75	13	0	0	0	14.97 (1)	15.27 (2)	19.21 (6)	25.30 (4)
2	Dan Mathewson	A424076	75.67	10	0	0	0	12.70 (0)	17.55 (0)	22.11 (7)	23.31 (3)
3	Andy Dulay	A47231	81.38	5	0	0	0	14.98 (0)	18.79 (1)	20.92 (1)	26.69 (3)
4	Rob Adams	A1000109	101.13	13	0	0	0	18.97 (0)	22.88 (0)	26.28 (9)	33.00 (4)



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			Match Score	--Penalties--				Stage 1	Stage 2	Stage 3	Stage 4
				PD	NT	PE	FN				
SSP - Marksman											
1	Todd Glaesmer	A894973	73.69	27	0	0	0	13.60 (4)	17.02 (0)	18.98 (12)	24.09 (11)
2	David Mull	A46555	101.85	16	1	0	0	15.28 (1)	21.27 (3)	25.69 (7)	39.61 (5)
3	Bob Perry	A53048	102.87	12	0	0	0	19.90 (0)	22.83 (0)	26.89 (7)	33.25 (5)
4	Bob Holland	A315447	125.79	7	0	1	0	21.61 (0)	32.48 (0)	29.91 (3)	41.79 (4)
5	Julio Miranda	A414660	126.99	23	0	0	0	18.29 (1)	26.82 (4)	29.61 (8)	52.27 (10)
6	Robert Bender	A856128	127.50	37	0	1	1	19.46 (1)	24.58 (6)	31.77 (8)	51.69 (22)
7	Tony Monastra	A51764	128.04	12	1	1	0	29.84 (3)	27.13 (0)	26.31 (0)	44.76 (9)
8	Ken Diersing	A701780	129.92	3	1	1	0	23.50 (1)	24.87 (0)	25.44 (1)	56.11 (1)
9	Seanne Vescio	A989846	132.23	45	1	0	0	31.36 (12)	33.01 (6)	28.88 (9)	38.98 (18)
10	Ray Bowman	A664112	138.87	24	1	0	0	22.46 (0)	29.24 (0)	29.94 (10)	57.23 (14)
SSP - Novice											
1	Del Bender	A273315	132.25	16	2	0	0	22.00 (2)	22.48 (0)	41.51 (8)	46.26 (6)
2	Rod Newnham	A355183	133.47	18	1	1	0	24.74 (1)	32.56 (2)	29.80 (5)	46.37 (10)
SSP - Unclassified											
1	Bud Dennis	A747701	83.74	7	0	0	0	14.11 (1)	21.70 (0)	22.17 (3)	25.76 (3)
2	Ted Franzone	XXX	112.43	24	0	1	0	17.89 (1)	31.10 (11)	26.59 (4)	36.85 (8)
3	Kim Causey	XXX	196.11	77	1	1	3	26.76 (3)	47.35 (18)	47.57 (22)	74.43 (34)
REV - Marksman											
1	Steve Naso	A43749	100.05	30	0	0	1	13.07 (1)	19.35 (1)	27.40 (8)	40.23 (20)
BUG - Sharpshooter											
1	Mike Witte	A476094	91.76	21	1	0	0	11.17 (0)	18.99 (2)	27.88 (10)	33.72 (9)



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<u>Match Score</u>	<u>--Penalties--</u>				<u>Stage 1</u>	<u>Stage 2</u>	<u>Stage 3</u>	<u>Stage 4</u>				
	<u>PD</u>	<u>NT</u>	<u>PE</u>	<u>FN</u>								
Total Match Penalties:												
Target Points Down (PD) - 634												
Hits on Non-Threats (NT) - 20												
Procedural Errors (PE) - 9												
Failures to Neutralize (FN) - 5												

Key to Penalties:

PD = Target Points Down. Each point down adds 0.5 seconds to your score.

NT = Hit on Non Threat target. Each HNT adds 5 seconds to your score.

PE = Procedural Error. Each adds 3 seconds to your score.

FN = Failure to Neutralize (no hits in the 0 or -1 zone). Each adds 5 seconds to your score.