

Most Accurate: Andy Dulay SSP - Sharpshooter 71.38 (8)
 High Senior: Ron Marra ESP - Sharpshooter 78.57 (31)
 High Distinguished Senior: Andy Dulay SSP - Sharpshooter 71.38 (8)
 High Lady: Seanne Vescio SSP - Marksman 106.97 (40)
 High Law Enforcement: Adam Petrulis SSP - Master 54.81 (13)
 High Military: Lenny Lolmaugh ESP - Master 55.06 (18)

Match --Penalties--

Score

PD NT PE FN

Stage 1

Stage 2

Stage 3

Stage 4

CDP - Marksman

1	George Phillips	A39242	85.72	20	0	0	0	33.13 (11)	16.65(1)	14.67(1)	21.27(7)
2	Kevin Shoff	A176358	92.33	24	1	0	0	23.34(5)	17.52(0)	35.05(13)	16.42(6)
3	Sean Nelson	A753802	107.73	47	0	0	0	54.14 (20)	17.07(4)	14.77(5)	21.75(18)

ESP - Master

1	Chris Zell	A347221	54.87	18	0	0	0	14.05(2)	15.34(7)	12.14(6)	13.34(3)
2	Lenny Lolmaugh	A743624	55.06	18	0	0	0	14.89 (4)	12.26(1)	12.03(1)	15.88(12)

ESP - Expert

1	Logan Franklin	A898386	58.55	20	1	0	0	16.86 (6)	14.67 (7)	14.91(1)	12.11(6)
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ESP - Sharpshooter

1	Ron Marra	A975440	78.57	31	0	0	0	22.29 (7)	17.62(5)	20.41(10)	18.25(9)
2	John Stamps	A36390	81.12	19	0	0	0	26.79 (5)	20.35(4)	15.27(2)	18.71(8)
3	Franco D'Anna	A17721	102.08	20	0	0	0	27.25 (13)	33.67(0)	25.36(2)	15.80(5)

ESP - Marksman

1	Roger Watson	A977984	94.02	24	0	0	0	30.25 (8)	19.68(1)	20.58(3)	23.51(12)
2	Charles Peters	A45589	106.89	16	0	1	0	43.97 (12)	25.83(0)	18.18(0)	18.91(4)
3	Gary Nehring	A42771	107.77	27	0	1	0	32.98 (10)	30.04(0)	21.69(2)	23.06(15)

SSP - Master

1	Adam Petrulis	A35016	54.81	13	0	0	0	16.11 (3)	13.61(2)	12.15(4)	12.94(4)
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SSP - Expert

1	Matt Tippins	A727243	59.05	18	0	0	0	18.46 (6)	13.58(2)	14.54(6)	12.47(4)
2	Paul S. Munizzi	A52837	76.58	22	1	0	0	21.03 (2)	15.40(4)	25.93(15)	14.22(1)

SSP - Sharpshooter

1	Dan Mathewson	A424076	65.22	21	0	0	0	20.08 (7)	15.29(3)	16.61(6)	13.24(5)
2	Andy Dulay	A47231	71.38	8	0	0	0	21.67 (4)	19.28(0)	14.57(0)	15.86(4)
3	Greg LaGrand	A55944	89.86	30	0	3	1	37.64 (14)	18.00(0)	15.07(4)	19.15(12)



MN IDPA

May 9, 2016

All Shooters

		Match Score	--Penalties--				Stage 1	Stage 2	Stage 3	Stage 4	
			PD	NT	PE	FN					
SSP - Marksman											
1	Todd Glaesmer	A894973	71.47	15	0	0	0	24.46 (2)	13.49(1)	12.78(3)	20.74(9)
2	Chris Leahy	A247217	87.11	24	0	0	1	22.64 (6)	19.11(1)	19.89(5)	25.47(12)
3	Bob Perry	A53048	93.28	43	0	0	0	26.08 (5)	19.20(1)	20.19(8)	27.81(29)
4	David Mull	A46555	101.20	55	0	0	0	28.85 (9)	17.58(3)	19.66(7)	35.11(36)
5	Seanne Vescio	A989846	106.97	40	0	0	0	28.72 (6)	26.00(8)	27.42(11)	24.83(15)
6	Robert Bender	A856128	112.09	31	0	1	0	37.56 (9)	25.41(1)	20.89(3)	28.23(18)
7	Bob Holland	A315447	115.14	13	0	0	0	34.16 (1)	33.70(6)	25.62(0)	21.66(6)
8	Larry Kraus	A414694	115.94	48	0	1	0	38.83 (21)	24.49(2)	24.04(5)	28.58(20)
SSP - Novice											
1	Del Bender	A273315	132.61	39	2	0	0	37.32 (16)	26.33(0)	29.92(5)	39.04(18)
SSP - Unclassified											
1	Ted Franzone	XXX	94.85	28	0	0	0	27.04 (7)	24.77 (2)	23.02(8)	20.02(11)
2	Dave Garrigus	XXX	122.85	61	0	0	0	33.64 (14)	28.96(6)	23.50(5)	36.75(36)
3	Max Guerra	A210949	124.10	39	0	1	0	39.78 (12)	35.01(13)	27.49(6)	21.82(8)
4	Kim Causey	XXX	157.20	79	2	1	0	44.24 (18)	35.58(13)	44.44(22)	32.94(26)
5	Brenda Lawmaster	XXX	161.22	82	1	1	1	58.27 (27)	37.84(13)	31.87(15)	33.24(27)
CCP - Marksman											
1	Ron Patla	A143079	134.15	53	1	1	0	44.12 (10)	19.70(1)	39.29(16)	31.04(26)
REV - Marksman											
1	Steve Naso	A43749	96.49	43	0	0	0	36.75 (21)	18.10(2)	20.07(10)	21.57(10)
REV - Unclassified											
1	David Perri	A756630	99.63	8	0	0	0	33.49 (5)	25.32(1)	19.20(1)	21.62(1)
BUG - Sharpshooter											
1	Mike Witte	A476094	96.42	40	0	0	1	36.65 (19)	20.42(1)	20.69(6)	18.66(14)



MN IDPA May 9, 2016

All Shooters

<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) - 1,137

Hits on Non-Threats (NT) - 9

Procedural Errors (PE) - 11

Failures to Neutralize (FN) - 4

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.