



MN IDPA

November 14, 2016

All Shooters

Most Accurate: Andy Dulay CDP - Sharpshooter 110.62 (1)
 High Senior: Ron Marra ESP - Sharpshooter 92.83 (40)
 High Distinguished Senior: David Johnson CDP - Sharpshooter 97.95 (23)
 High Lady: Del Bender SSP - Novice 131.12 (26)
 High Law Enforcement: Andy Dulay CDP - Sharpshooter 110.62 (1)
 High Military: Leonard Lolmaugh ESP - Master 71.07 (17)

Match --Penalties--

Score

PD NT PE FN

Stage 1

Stage 2

Stage 3

Stage 4

CDP - Sharpshooter

1	David Johnson	A43766	97.95	23	1	0	0	27.03 (8)	21.92(5)	26.77(0)	22.23(10)
2	Andy Dulay	A47231	110.62	1	0	0	0	25.60 (0)	25.66(0)	30.38(1)	28.98(0)

CDP - Marksman

1	George Phillips	A39242	106.96	7	0	0	0	23.06 (3)	26.55(2)	29.98(2)	27.37(0)
2	Dan Pizzi	A549200	111.95	31	0	0	0	22.66 (6)	24.70(4)	30.08(8)	34.51(13)

ESP - Master

1	Chris Zell	A347221	64.88	7	0	0	0	13.55(1)	16.10(3)	17.50(0)	17.73(3)
2	Leonard Lolmaugh	A743624	71.07	17	0	0	0	16.96 (4)	17.34(6)	20.83(5)	15.94(2)

ESP - Expert

1	David Perri	A756630	78.48	23	0	0	0	16.61 (3)	19.07(9)	22.12(4)	20.68(7)
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ESP - Sharpshooter

1	John Florit	A150231	81.36	17	0	1	0	19.78 (3)	23.03(8)	20.97(3)	17.58(3)
2	Ron Marra	A975440	92.83	40	0	0	0	20.38 (11)	19.79(8)	27.70(9)	24.96(12)

ESP - Marksman

1	Todd Glaesmer	A894973	77.38	25	0	0	0	18.75 (6)	16.45(5)	20.64(4)	21.54(10)
2	Roger Watson	A977984	109.09	23	0	0	0	25.92 (9)	26.05(6)	27.40(1)	29.72(7)
3	Mark Halloran	A30030	191.59	56	1	2	1	48.04 (10)	52.30(17)	46.23(6)	45.02(23)

ESP - Unclassified

1	John Latty	XXX	97.93	28	0	1	0	24.22 (6)	23.68(3)	24.32(3)	25.71(16)
2	Jim Stinar	XXX	102.32	39	0	3	0	22.14 (8)	26.78(7)	26.06(5)	27.34(19)

SSP - Expert

1	Paul S Munizzi	A52837	88.99	19	0	1	0	21.84 (3)	20.47(6)	23.68(7)	23.00(3)
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SSP - Sharpshooter

1	Jackie Yang	A610729	90.29	26	1	1	0	16.48 (2)	24.62(8)	25.28(6)	23.91(10)
2	Robert Adams	A1000109	113.41	3	0	0	0	24.45 (1)	23.50(0)	32.90(0)	32.56(2)



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			Match Score	--Penalties--							
				PD	NT	PE	FN	Stage 1	Stage 2	Stage 3	Stage 4
SSP - Marksman											
1	Bob Perry	A53048	102.06	3	0	0	0	24.30 (1)	19.65(0)	30.03(0)	28.08(2)
2	Charles L Peters	A45589	112.84	32	1	1	0	25.49 (12)	31.60(6)	26.28(4)	29.47(10)
3	Bob Bender	A856128	121.90	22	0	0	0	25.23 (3)	27.02(5)	33.80(2)	35.85(12)
4	Dennis Ard	A49617	126.56	42	0	0	0	32.26 (5)	32.98(16)	32.31(5)	29.01(16)
5	Bob Holland	A315447	141.53	11	0	2	0	31.25 (5)	30.55(2)	38.71(2)	41.02(2)
6	Tony Monastra	A51764	146.68	26	1	1	1	28.04 (2)	36.44(6)	44.43(10)	37.77(8)
7	Ken Diersing	A701780	150.75	12	0	0	0	30.25 (1)	33.52(0)	45.17(6)	41.81(5)
8	Ray Bowman	A664112	161.06	22	1	1	0	36.32 (8)	34.48(7)	54.25(4)	36.01(3)
9	Julio Miranda	A414660	163.60	58	1	0	3	26.88 (4)	34.72(6)	29.77(4)	72.23(44)

SSP - Novice											
1	Del Bender	A273315	131.12	26	0	0	0	28.11 (11)	33.79(4)	37.12(1)	32.10(10)
2	Jack Pryor	XXX	206.92	40	1	6	0	55.77 (6)	61.70(7)	45.88(2)	43.57(25)

SSP - Unclassified											
1	Bud Dennis	A747701	110.00	20	0	0	0	20.64 (1)	26.69(3)	29.36(2)	33.31(14)
2	Matt Gorka	XXX	111.47	11	1	0	0	24.16 (0)	28.50(3)	30.94(2)	27.87(6)
3	David Lee	XXX	115.35	24	0	2	0	26.68 (11)	27.28(4)	31.23(3)	30.16(6)
4	Peter Lee	A788074	137.07	51	1	1	1	35.97 (16)	29.17(4)	31.62(5)	40.31(26)
5	Joseph Saluga	XXX	211.76	106	2	5	3	42.13 (14)	70.07(32)	46.53(15)	53.03(45)

CCP - Sharpshooter											
1	Matt Tippins	A727243	85.75	11	0	0	0	20.30(5)	17.37(1)	23.49(2)	24.59(3)

CCP - Marksman											
1	Ron Patla	A143079	179.43	20	1	0	0	35.30(5)	43.99(5)	52.95(2)	47.19(8)

REV - Marksman											
1	Franco Danna	A17721	143.78	23	0	1	0	33.13(5)	35.64(7)	37.76(2)	37.25(9)



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All Shooters

Stage Descriptions

Stage 1 - Stage 1

Stage 2 - Stage 2

Stage 3 - Stage 3

Stage 4 - Stage 4

Total Match Penalties:

Target Points Down (PD) - 945

Hits on Non-Threats (NT) - 13

Procedural Errors (PE) - 29

Failures to Neutralize (FN) - 9

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.