

MCTS Shotgun Side Match

January 16, 2010

Stage Details

These are not official results.
IDPA does not recognize results not ranked by Division/Classification.

Stage 1

Place	Name	Div	Class	Stage Score	Raw Time	Total Penalty Seconds	Penalty % of Stage Score	Target Points Down	Procedural Errors	HNT	FTN	FTDR
1	Matt Harvey	ESP	UN	30.08	25.08	5.00	17%	10	0	0	0	0
2	Greg Cook	ESP	SS	31.04	31.04	0.00	0%	0	0	0	0	0
3	Robert Stand-reentry	ESP	EX	31.31	31.31	0.00	0%	0	0	0	0	0
4	Greg Bell	SSP	EX	34.91	31.91	3.00	9%	6	0	0	0	0
5	Greg Bell-reentry	SSP	EX	35.04	29.54	5.50	16%	11	0	0	0	0
6	Justin Sadeghian	ESP	UN	35.59	32.59	3.00	8%	6	0	0	0	0
7	Michael Bresson	SSP	SS	38.72	38.72	0.00	0%	0	0	0	0	0
8	Michael Bres-reentry	SSP	SS	39.09	36.09	3.00	8%	6	0	0	0	0
9	Robert Standley	ESP	EX	39.49	39.49	0.00	0%	0	0	0	0	0
10	Kent Arnold	SSP	MM	44.93	44.43	0.50	1%	1	0	0	0	0
11	Kevin Sloan	SSP	UN	49.63	49.63	0.00	0%	0	0	0	0	0
12	Jeff Stone	ESP	SS	52.84	51.84	1.00	2%	2	0	0	0	0
13	Barry Warner	ESP	UN	55.92	52.92	3.00	5%	6	0	0	0	0
14	Glenn Williams	SSP	UN	56.51	54.01	2.50	4%	5	0	0	0	0
15	David Sutter	SSP	MM	60.47	55.47	5.00	8%	10	0	0	0	0
16	Allan Bieda	SSP	MM	68.14	60.64	7.50	11%	15	0	0	0	0
17	Carl Szczepanski	SSP	NV	68.39	65.89	2.50	4%	5	0	0	0	0
18	Buford Hatcher	ESP	MA	69.17	54.17	15.00	22%	20	0	0	1	0
19	Robert Edmonds	SSP	UN	69.98	69.48	0.50	1%	1	0	0	0	0
20	Chip Prece	SSP	SS	71.03	71.03	0.00	0%	0	0	0	0	0
21	William Szczepanski	SSP	UN	80.75	74.75	6.00	7%	12	0	0	0	0

Key to Abbreviations and Scoring

Stage score - total time (score) for each stage, including all penalties

Raw time - actual clock time from the string or strings shot

Total penalty seconds -target points down converted to seconds plus other penalties. Add this to your raw time to get your stage time (score) for this stage.

Penalty % of Stage Score - percentage of your score time contributed by inaccuracy and penalties

Target Points down -each target point down adds 1/2 second to your score.

Procedural error - each procedural adds 3 seconds to your score.

HNT (hit on non-threat target) -each non-threat hit adds 5 seconds to your score.

FTN (failure to neutralize) - each failure to neutralize adds 5 seconds to your score.

FTDR (failure to do right) - each failure to do right adds 20 seconds to your score.