

Utah Valley Corporate Games Pistol Shoot - 2005

Results for May 11th, 2005

Place	Name	Organization	Shoot Total	Total Points Down	Stage 1	String 1	Points Down	Stage 2	String 1	Points Down	Stage 3	String 1	String 2	Points Down
NC	Collins, Ken	Range Masters	95.04	20	47.04	42.04	10	32.93	27.93	10	15.07	12.11	2.96	0
1	Adams, Kyle (Rev)	Provo City	95.72	9	38.18	35.68	5	31.00	29.00	4	26.54	22.56	3.98	0
2	Redford, "Red"	Nu Skin	99.56	32	48.81	41.81	14	32.26	23.26	18	18.49	13.89	4.60	0
3	Thomas, Kevin	IHC	100.19	5	36.69	35.19	3	46.19	45.19	2	17.31	12.80	4.51	0
4	Beardall, Kalen	Nu Skin	102.78	4	44.94	44.44	1	41.00	39.50	3	16.84	14.39	2.45	0
5	Shiffler, Cris	Nu Skin	123.90	10	51.39	49.89	3	41.38	37.88	7	31.13	26.76	4.37	0
6	Willes, Don	Provo City	134.83	41	72.79	62.29	21	43.31	33.31	20	18.73	14.37	4.36	0
7	Marlow, Dave	Nu Skin	140.03	9	76.61	73.11	7	41.38	40.38	2	22.04	18.29	3.75	0
8	West, Dave	Provo City	149.06	67	61.47	47.97	27	49.29	29.29	40	38.30	33.76	4.54	0
9	Noonan, Pat	IHC	156.76	30	78.11	75.61	5	41.79	32.29	19	36.86	29.81	4.05	6
10	Randall, Dave	IHC	162.16	90	76.21	55.71	41	52.77	28.27	49	33.18	27.57	5.61	0
11	Larsen, Tom	Novell	167.56	68	91.91	77.91	28	38.27	18.27	40	37.38	33.83	3.55	0
12	Hutchison, Dean	Provo City	174.90	19	117.61	116.61	2	38.47	29.97	17	18.82	14.15	4.67	0
13	Seegmiller, Lane	Heritage Schools	183.42	74	101.25	79.25	44	48.37	33.37	30	33.80	26.47	7.33	0
14	Bolinder, Jim	Nu Skin	183.99	43	92.55	80.05	25	44.87	35.87	18	46.57	43.05	3.52	0
15	Smith, Jason	Provo City	217.64	140	114.89	77.39	75	73.01	40.51	65	29.74	25.34	4.40	0
16	Hardy, Brett	Provo City	232.84	57	72.56	71.56	2	66.93	44.43	45	93.35	72.98	15.37	10
17	Nielson, Mike	IHC	234.85	77	85.22	72.22	26	58.80	36.30	45	90.83	75.76	12.07	6
18	Jackson, Cory	Nu Skin	246.72	80	120.26	102.26	36	53.84	36.84	34	72.62	61.63	5.99	10

Notes:

NC - Not Considered for medal placement. Ken is the manager of Range Masters and shot the match just for fun.

(Rev) = Shooter used an 8-shot revolver in the competition. **Nice going Kyle!!!**

X = These shooters won Gold, Silver and Bronze medals for their 1st, 2nd and 3rd place finish as well as 10, 8 and 6 points (respectively) for their specific organization.

X = This shooter received 4 points for his organization towards the overall Corporate Games standing.

X - Indicates that the Points Down value contains some type of penalty (Procedural = 6 PD, "Hit on Non-Threat" = 10 PD, or "Miss-On-Steel" = 10 P

Special recognition is given to those who volunteered their time to act as Safety Officers for the competition.

Note that all SOs are members of the Utah County based Utah Defensive Pistol League (UDPL) - www.udpl.net:

Stage 1	Stage 2	Stage 3
Mike Rodriguez	Kent Redford	RDan Phillips
Pat Zaccardi	Noel Redford	Dave Deleeuw

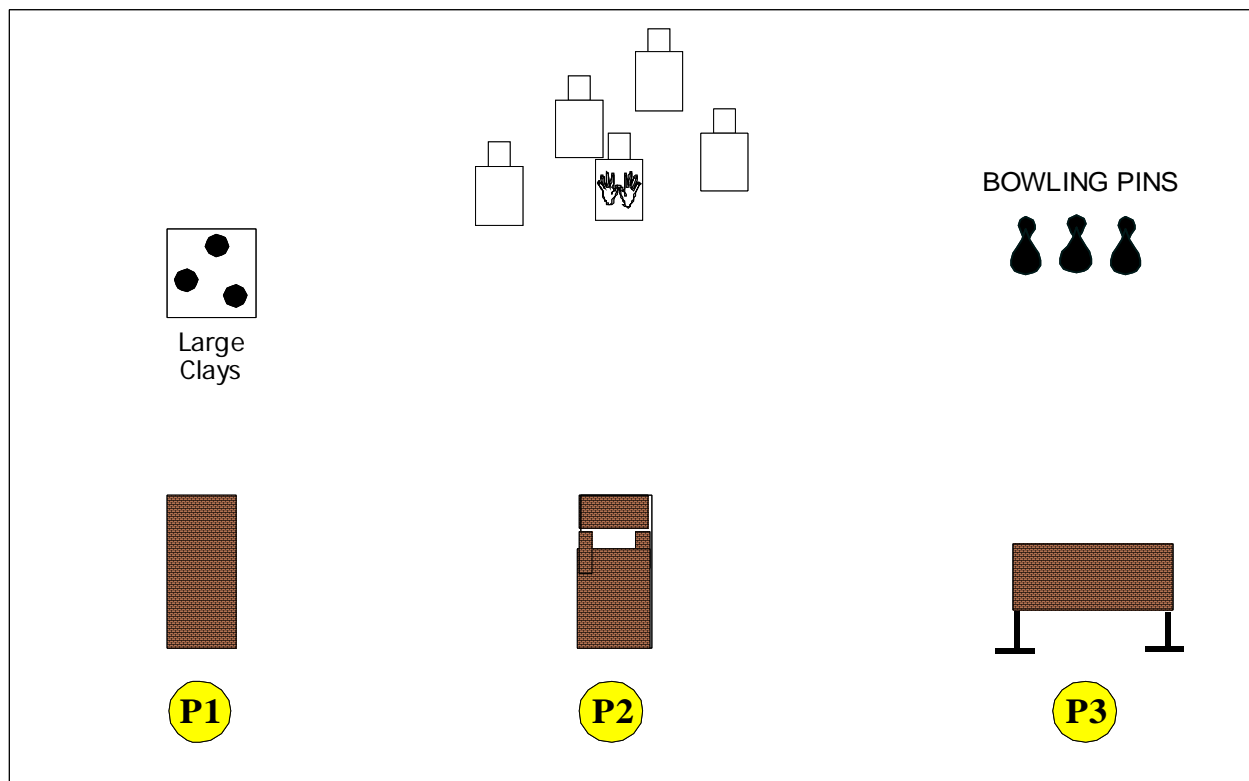
Weapons Used Summary -

Manufacturer	Quantity	Calibers	Quantity
Beretta	1	.357 Mag =	1
Colt	1	9mm =	9
Dan wesson	1	40 S&W =	5
Glock	6	.45 ACP =	4
H&K	1		
Sig	2		
Smith & Wesson	1		
Springfield XD	4		
Taurus	1		

Course of Fire descriptions are on the following pages -

2005 Utah Valley Corporate Games

Stage 1 “Fun Stuff!!!”



Round Count:

String 1 =18 Rds. Min.

Vickers Count:

(Can make up shots)

Scoring:

Each Clay not broken or Bowling Pin not knocked over receives a **5 second penalty**.

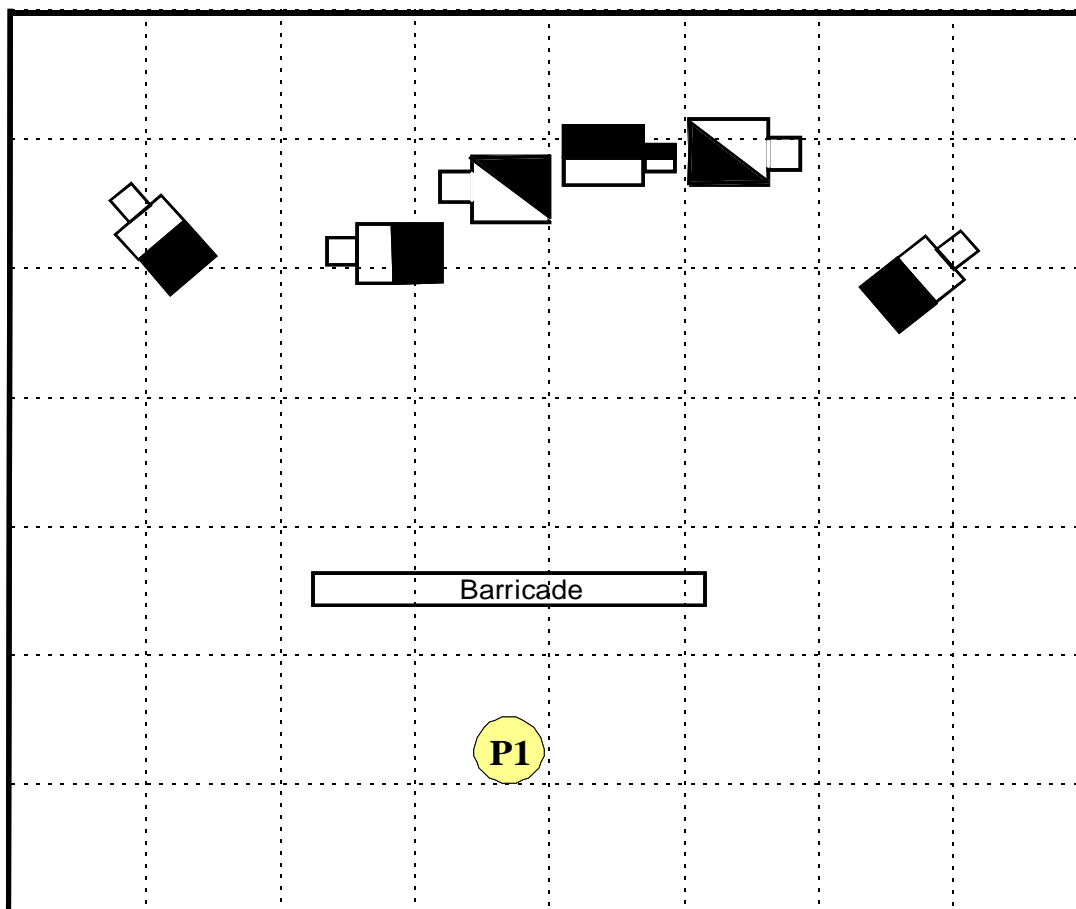
String 1:

Shooter starts at **P1** with no more than 11 rounds in the gun.

- At the sound of the buzzer, draw, and from **either side of the barricade**, engage **all three clay pigeons until broken**.
- Move to **P2** and engage **all threat targets FREESTYLE** with **2 shots to the body** and **1 shot to the head THROUGH THE PORTAL** in the barricade.
- Move to **P3**, **GO PRONE** and engage the **3 bowling pins until knocked over**. **SHOOTER MUST BE IN A PRONE POSITION AND ENGAGE PINS FROM UNDER THE BARRICADE**.
- Reload as necessary.

2005 Utah Valley Corporate Games

Stage 2 - "Doggie Do"



Round Count:
String 1 = **18 minimum**
(18 rounds for the stage)

Vickers Count
(Can make up shots)

STRING 1 - 18 rounds min.

Shooter starts at **P1** with **no more than 11 rounds in the gun.**

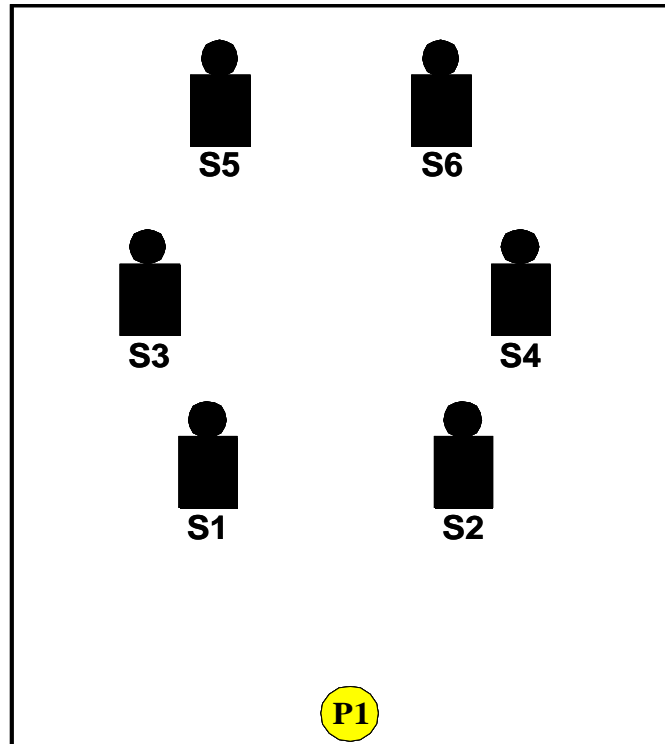
- At the sound of the buzzer, **draw your weapon** and **move to the left or right side of the barricade.**
- Engage all targets with **3 rounds each** as targets become visible.
- Reload as needed.

Notes:

1. Use the barricade as cover utilizing "**slice-the-pie**" method of engaging targets.
2. Shooter should use cover while reloading.

2005 Utah Valley Corporate Games

Stage 3 “All Hands”



Round Count:

String 1 = **6 minimum**
String 2 = **2 minimum**
(8 rounds for the stage)

Vickers Count

(Can make up shots)

Scoring:

Targets are only scored
after the shooter has
completed all strings.

String 1 -

Shooter starts at **P1** with **no more than 11 rounds in the gun** and the gun in their **Weak Hand at the low-ready**.

- At the buzzer, engage **S1 and S2** with **1 hit each** using **Weak Hand Only**.
- Then engage **S3 and S4** with **1 hit each** using **Strong Hand Only**.
- Then engage **S5 and S6** with **1 hit each** free-style (**both hands**).
- Reload as needed.

String 2 -

Shooter starts at **P1** with **no more than 11 rounds in the gun** and the gun holstered.

- At the buzzer, draw and engage **S1 and S2** with **1 hit each** free-style (**both hands**).
- Reload as needed.

Notes:

1. Shooter must be **very careful when exchanging gun hands** on String 1!
2. A missed plate will count as a **5 second “Misses-On-Steel” penalty**.