

Provo Corporate Challenge Pistol Shoot - 2009

Results for April 30, 2009

Place	Name	Organization	Shoot Total	Total Points Down	Stage 1	String 1	Points Down	Stage 2	String 1	String 1	Points Down	Stage 3	String 1	String 2	Points Down
1	Meservey, Matt	Symantec	73.70	25	35.55	30.05	11	25.57	8.52	10.05	14	12.58	5.37	7.21	0
2	Marlowe, Dave	Nu Skin	91.68	34	37.66	34.66	6	38.83	12.67	12.16	28	15.19	10.48	4.71	0
3	Hill, Tracy	Provo City	105.20	56	46.05	40.55	11	45.94	13.08	10.36	45	13.21	6.96	6.25	0
4	Buckley, Tom	Novell	106.83	64	46.32	35.82	21	38.96	9.26	8.20	43	21.55	13.89	7.66	0
5	Bolinder, Jim	Nu Skin	112.78	60	54.53	38.03	33	42.29	16.71	12.08	27	15.96	7.41	8.55	0
6	Jorgensen, Brad	Provo City	125.40	79	62.27	38.27	48	39.86	15.11	9.25	31	23.27	12.26	11.01	0
7	Flewallen, Steven	Novell	126.26	57	64.18	53.18	22	44.51	13.98	13.03	35	17.57	10.26	7.31	0
8	Eastwood, Brian	Nu Skin	134.78	31	58.85	57.85	2	60.06	29.35	16.21	29	15.87	5.73	10.14	0
NC	Olson, Landon	UDPL-SO	51.08	1	24.79	24.29	1	17.42	8.08	9.34	0	8.87	4.08	4.79	0
NC	Spensko, Shane	UDPL-SO	82.58	36	31.42	27.42	8	35.53	10.23	11.30	28	15.63	5.09	10.54	0
NC	Scott, Michael	UDPL-SO	96.03	49	42.82	37.32	11	39.73	10.22	10.51	38	13.48	7.69	5.79	0
NC	Phillips, RDan	UDPL-SO	100.67	42	43.90	31.40	25	39.38	15.67	15.21	17	17.39	9.23	8.16	0

Notes:

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.

Points
Down

= Each Point Down adds .5 seconds to the total stage score.

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 PD).

NC = Not Considered for medal placement. The UDPL Safety Officers shot the match just for fun.

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

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

Match Director = Landon Olson

Stage 1

Shane Spensko
Landon Olson

Stage 2

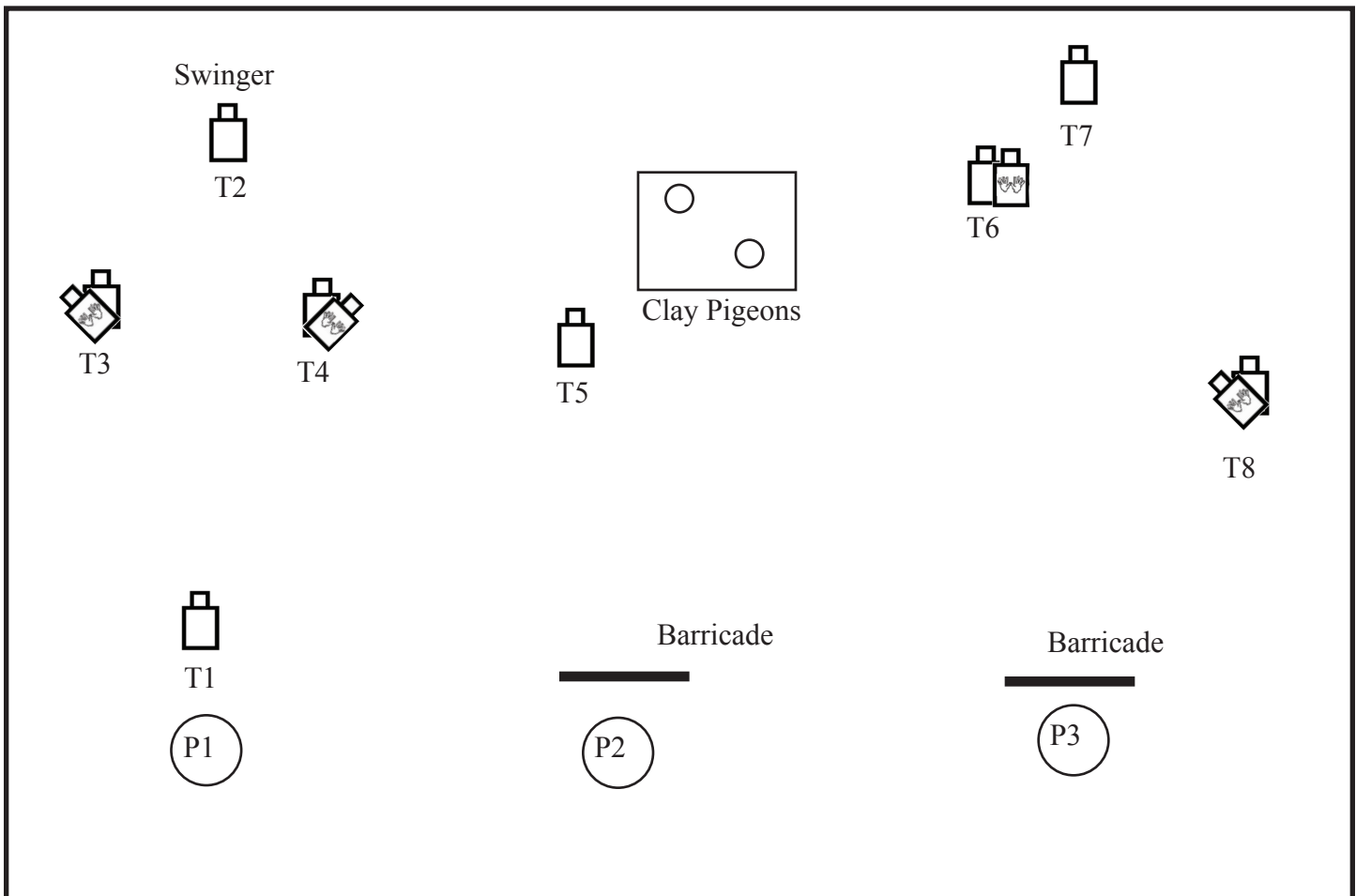
RDan Phillips
Dave DeLeeuw

Stage 3

Michael Scott
Jan Scott

Corporate Games Pistol Shoot

Stage 1 - Fun With Bullets



Round Count:

String 1 = **17 rds minimum**

(17 rounds minimum for the stage)

Vickers Count

(Can make up shots)

String 1 - Shooter starts at **P1** with pistol holstered and loaded with no more than 11 rounds.

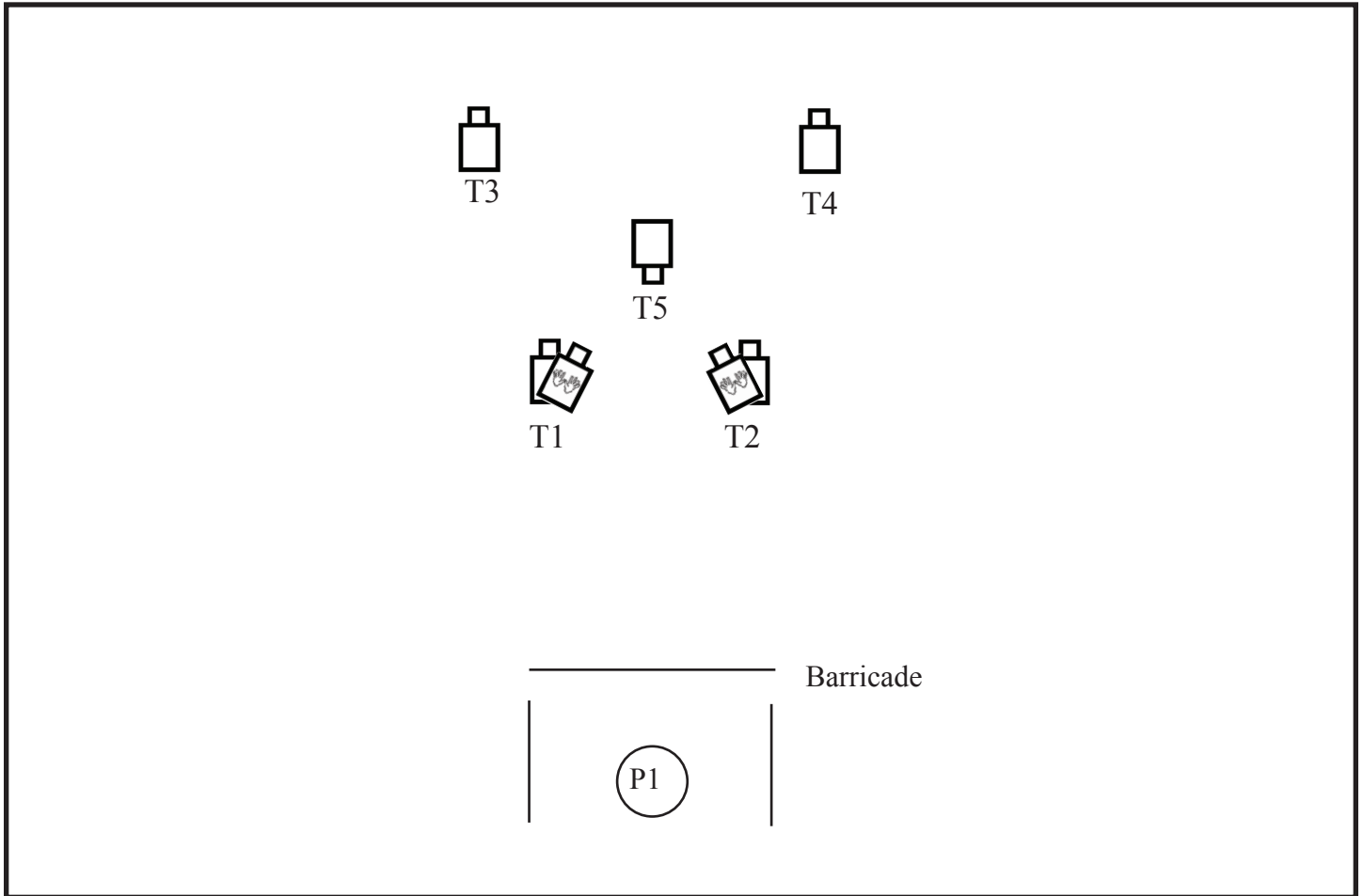
- At the sound of the buzzer, from P1, draw and engage T1 from retention with two rounds, then T2, T3 and T4 with two rounds each.
- Move to P2 and, from either side of the barricade, engage T5 with two rounds. Then engage one clay pigeon.
- Move to P3 and, from the left side of the barricade, engage T6 and T7 with two rounds each. Then, from the right side of the barricade, engage T8 with two rounds to the head.

Notes:

- T2 must be engaged second or a procedural penalty will be assessed.

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Stage 2 - Doorway Drill



Round Count:

String 1 = **9 rds minimum**

String 2 = **9 rds minimum**

(18 rounds minimum for the stage)

Vickers Count

(Can make up shots)

String 1 - Shooter starts at **P1** with pistol holstered and loaded with no more than 11 rounds.

- At the sound of the buzzer, from the left side of the barricade, engage T1-T4 with two rounds each and engage T5 with one head shot.

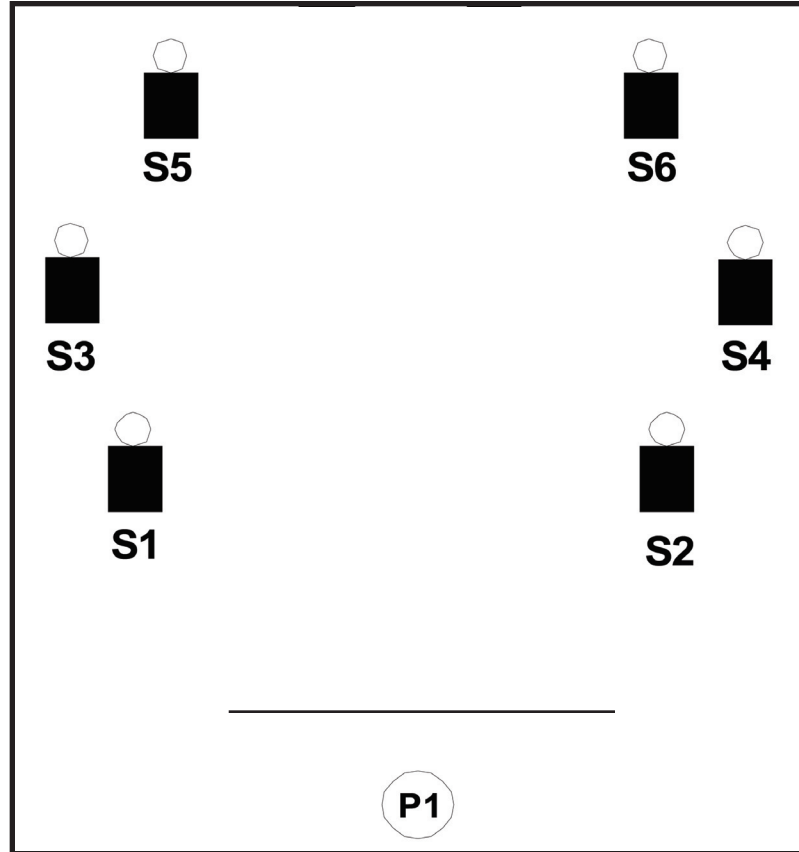
String 2 - Shooter starts at **P1** with pistol loaded and holstered.

- At the sound of the buzzer, from the right side of the barricade, engage T1-T4 with two rounds each and engage T5 with one head shot.

- Reload as necessary
- Feet must remain within the width of the sticks at all times.

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Stage 3 - 3 x 3



Round Count:

String 1 = **3 rds min.**

String 2 = **3 rds min.**

(6 rounds for the stage)

Vickers Count

(Can make up shots)

String 1 - Shooter starts at **P1** with pistol holstered and loaded with no more than 11 rounds.

- At the sound of the buzzer, move to the left side of the barricade and engage targets S1, S3 and S5 in any order until knocked down.

String 2 - Shooter starts at P1 with weapon loaded and holstered.

- At the sound of the buzzer, move to the right side of the barricade and engage targets S2, S4 and S6 in any order until knocked down.

- Reload as necessary during strings.
- Reload as necessary between strings.