

Provo Corporate Challenge Pistol Shoot - 2008

Results for May 1, 2008

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	Taylor, Joshua	Generations	136.33	2	45.93	44.93	2	52.58	27.75	24.83	0	37.82	15.04	22.78	0
2	Laney, Brian	Nu Skin	169.49	46	46.67	39.17	15	49.77	16.02	18.25	31	73.05	36.61	36.44	0
3	Marlowe, Dave	Nu Skin	171.13	35	48.35	46.85	3	74.70	22.23	39.47	26	48.08	18.61	26.47	6
4	Hill, Tracy	Provo City	183.27	42	62.86	55.36	15	58.11	20.31	24.30	27	62.30	32.58	29.72	0
5	Beaty, Jeff	Provo City	184.98	25	65.81	63.81	4	60.67	30.35	19.82	21	58.50	23.60	34.90	0
6	Jorgensen, Brad	Provo City	215.34	90	68.12	49.62	37	61.50	14.64	20.36	53	85.72	52.22	33.50	0
7	Hutchison, Dean	Provo City	254.76	41	97.93	88.93	18	63.02	23.41	31.11	17	93.81	44.45	46.36	6
8	Lytle, Josh	Generations	279.30	33	95.46	90.96	9	84.78	44.61	28.17	24	99.06	61.13	37.93	0
9	Carpenter, Adam	Nu Skin	296.19	87	85.34	68.84	33	73.16	24.87	21.29	54	137.69	80.32	57.37	0
10	Spear, Carl	Nu Skin	296.20	92	68.14	51.14	34	124.08	39.22	60.86	48	103.98	63.85	35.13	10
11	Knight, Jeff	Nu Skin	304.92	167	67.06	56.06	22	83.33	20.60	20.23	85	154.53	78.64	45.89	60
12	Berry, Jacob	Nu Skin	325.56	131	78.98	57.48	43	83.40	30.57	33.83	38	163.18	73.95	64.23	50
13	Veach, Steve	Nu Skin	393.80	119	81.16	76.16	10	146.56	65.77	61.29	39	166.08	78.48	52.60	70
NC	Phillips, RDan	UDPL-SO	170.79	50	41.18	40.18	2	74.98	25.37	28.61	42	54.63	23.65	27.98	6
NC	Zaccardi, Pat	UDPL-SO	198.98	68	55.77	47.27	17	69.53	27.47	16.56	51	73.68	40.45	33.23	0
NC	Scott, Michael	UDPL-SO	234.01	64	61.37	53.37	16	76.62	16.15	36.47	48	96.02	40.68	55.34	0

Notes:

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

(Rev) = Shooter used a revolver in the competition.

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).

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

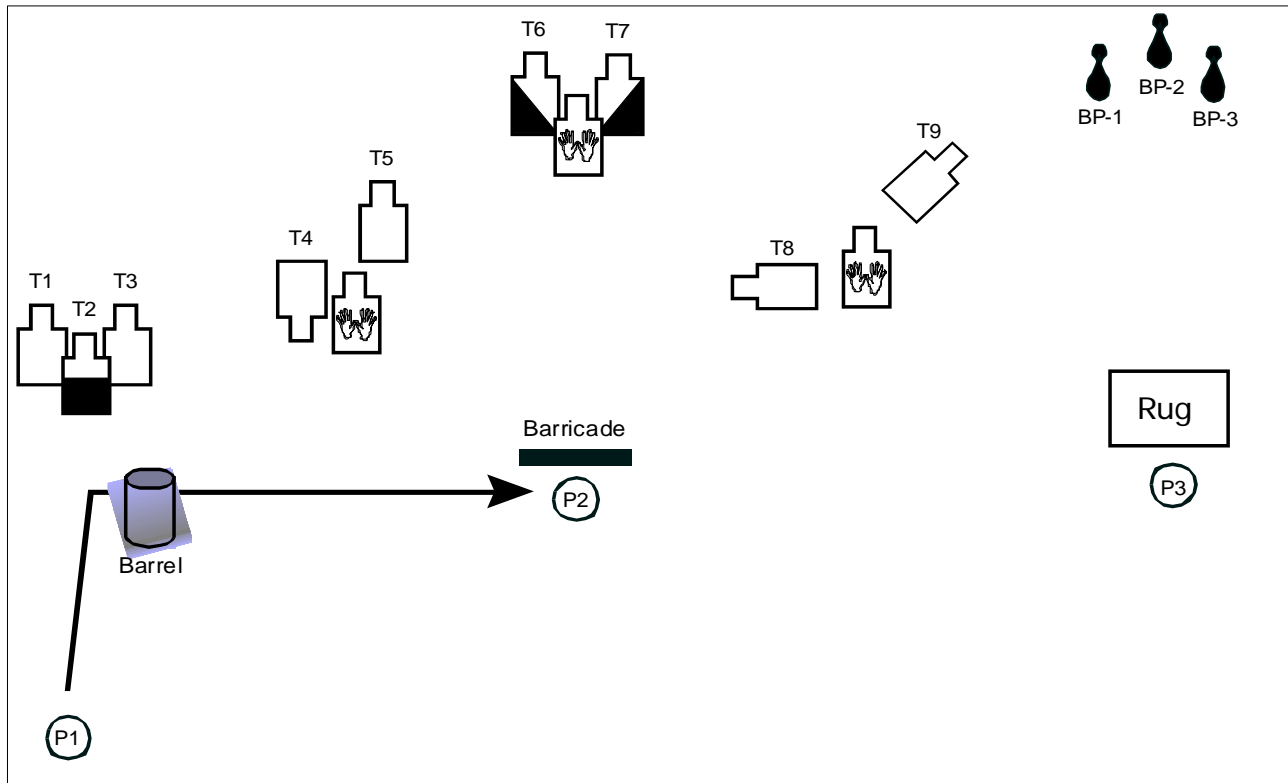
Note that all SOs are members of the Utah County based Utah Defensive Pistol League (UDPL) - www.udpl.net:

Match Director = "Red" Redford

<u>Stage 1</u>	<u>Stage 2</u>	<u>Stage 3</u>
Pat Zaccardi	Kent Redford	Michael Scott
RDan Phillips	Blake Huff	Jan Scott

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Stage 1 - "Shooting to the Pins"



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

Vickers Count
(Can make up shots)

String 1 -

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

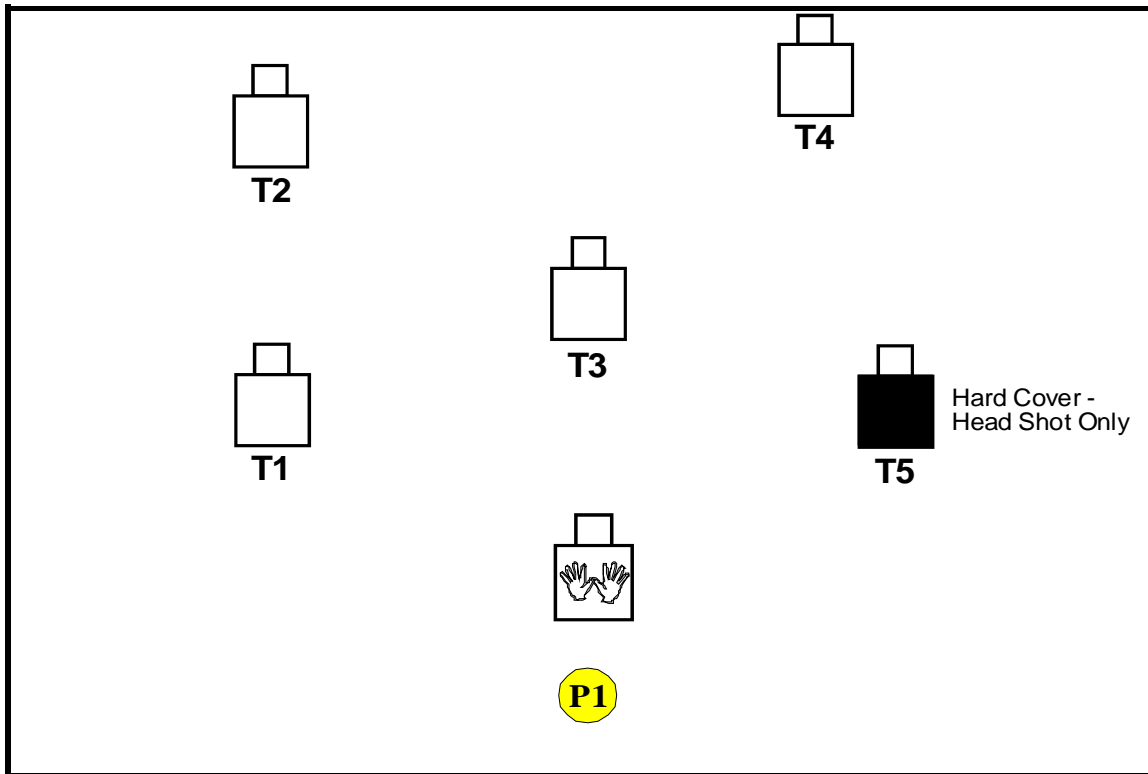
- At the sound of the buzzer, draw and engage **T1** thru **T3** with **1 round** each (Torso or Head) **while moving towards the barrel**.
- Proceed around the barrel and, **while moving to P2**, engage **T4** and **T5** with **2 rounds each** (Torso or Head).
- At **P2** (with proper use of cover using **either side** of the barricade), engage **T6** and **T7** with **1 round to each Torso** and **1 round to each Head**.
- Then, **while moving to P3**, engage **T8** and **T9** with **2 rounds each** (Torso or Head).
- **Once at P3**, safely assume a **knelling or prone position** and engage all bowling pins until knocked over.
- Reload as necessary.

Notes:

1. For each bowling pin not knocked over, shooter will **receive a 5-second penalty**.
2. Shooter must reach the correct shooting position to engage the next series of targets.
3. All additional magazines can **only have a maximum of 10 rounds loaded**.

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Stage 2 - "Both Hands"



Round Count:

String 1 = **10 minimum**
 String 2 = **10 minimum**
 (**20 rounds** for the stage)

Vickers Count

(Can make up shots)

Scoring:

Targets are scored
 after **EACH String**.

String 1:

Shooter starts at **P1** with **no more than 11 rounds in the gun** with the gun in the **STRONG HAND** at the "Low Ready" position - safety may be off.

- At the buzzer, engage **T1 thru T5** with **2 rounds each** - **STRONG HAND ONLY**.
- Reload as necessary.

String 2:

Shooter starts at **P1** with **no more than 11 rounds in the gun** with the gun in the **WEAK HAND** at the "Low Ready" position - safety may be off.

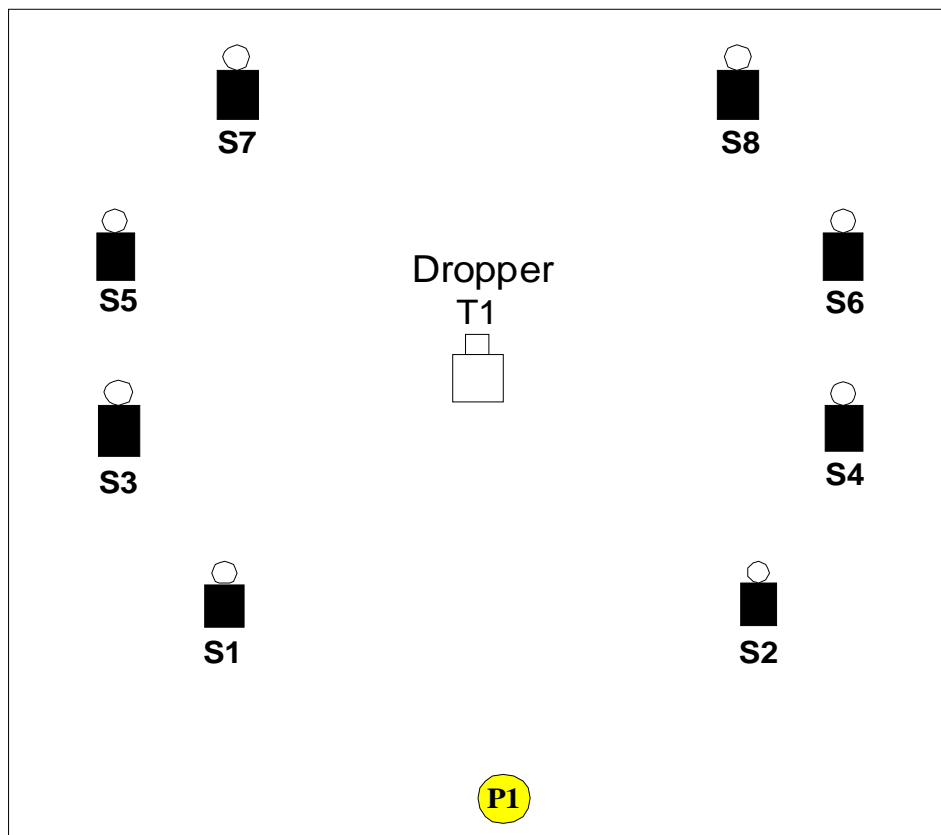
- At the buzzer, engage **T1 thru T5** with **2 rounds each** - **WEAK HAND ONLY**.
- Reload as necessary.

Notes:

1. Shooter must stay at **P1** while engaging all targets.
2. All additional magazines can **only have a maximum of 10 rounds loaded**.
3. Shooter may reload any needed magazines between **String 1** and **String 2**,

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Stage 3 - "Focus"



Round Count:

String 1 = 9 Rds. Min.

String 2 = 8 Rds. Min.

Vickers Count
(Can make up shots)

String 1 -

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

- At the sound of the buzzer, draw and engage **S1, S2, S3, S4, S5, S6, S7 and S8 (in that order)** until all plates are knocked down and **T1 (Dropper)** until dropped (**see Note 2**).
- Reload as necessary.
- After shooter has finished this string, at the direction of the SO, **holster your weapon - DO NOT insert a fresh magazine!**

String 2 -

Shooter starts at **P1** with **whatever rounds were left in the gun from String 1.**

- At the sound of the buzzer, draw and engage **S1, S3, S5, S7, S8, S6, S4, and S2 (in that order)** in a clockwise direction until all plates are knocked down.
- Reload as necessary.

Notes -

1. If plates are shot out of sequence, a Procedural Penalty will be assessed.
2. **T1 (Dropper)** may be "**dropped**" at any time during **String 1**, but the **plate engagement sequence must be maintained.**
3. All plates left standing will be counted as a misses-on-steel 5-second penalty.
4. Shooter may reload any needed magazines between **String 1** and **String 2**, but all **additional magazines can only have a maximum of 10 rounds loaded.**