

# Provo Corporate Challenge Pistol Shoot - 2008

Results for May 15, 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	Redford, "Red"	Nu Skin	102.30	11	25.79	25.29	1	47.00	17.43	24.57	10	29.51	18.06	11.45	0
2	Meservey, Matt	Symantec	169.39	28	50.45	46.45	8	61.63	34.71	22.92	8	57.31	33.06	18.25	12
3	Decker, Peter	Heritage Schools	205.72	41	83.01	79.51	7	58.22	15.63	25.59	34	64.49	40.93	23.56	0
4	Flewallen, Steven	Novell	227.15	95	61.97	48.97	26	82.35	22.29	25.56	69	82.83	45.55	37.28	0
5	Jackson, Troy	Heritage Schools	250.40	59	115.49	101.49	28	58.08	24.34	18.24	31	76.83	27.18	49.65	0
6	Heckert, Brian	Symantec	253.59	130	80.67	66.17	29	99.22	32.15	16.57	101	73.70	44.56	29.14	0
7	Bolinder, Jim	Nu Skin	267.48	77	57.73	48.23	19	100.64	39.00	32.64	58	109.11	59.50	49.61	0
8	Eastwood, Brian	Nu Skin	304.24	83	74.03	67.53	13	70.19	21.91	28.28	40	160.02	75.46	69.56	30
9	Joyner, Hallie	Nu Skin	327.16	90	89.29	77.79	23	69.68	18.59	25.59	51	168.19	86.32	73.87	16
10	Welch, Stuart	Symantec	376.25	98	85.32	72.82	25	152.58	61.02	65.06	53	138.35	60.07	68.28	20
NC	Huff, Blake (Rev)	UDPL-SO	150.94	36	44.08	42.08	4	73.37	24.20	33.17	32	33.49	18.17	15.32	0
NC	Phillips, RDan	UDPL-SO	170.15	61	36.65	32.65	8	95.03	25.76	42.77	53	38.47	23.57	14.90	0
NC	Redford, Kent	UDPL-SO	175.73	32	49.10	43.60	11	57.36	20.49	26.37	21	69.27	50.71	18.56	0
NC	Scott, Michael	UDPL-SO	181.18	88	44.35	32.35	24	88.38	20.53	35.85	64	48.45	28.37	20.08	0
NC	Zaccardi, Pat	UDPL-SO	212.18	159	48.01	40.51	15	88.76	23.67	16.09	98	75.41	38.77	13.64	46

## 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](http://www.udpl.net):

Match Director = "Red" Redford

Stage 1

Pat Zaccardi  
RDan Phillips

Stage 2

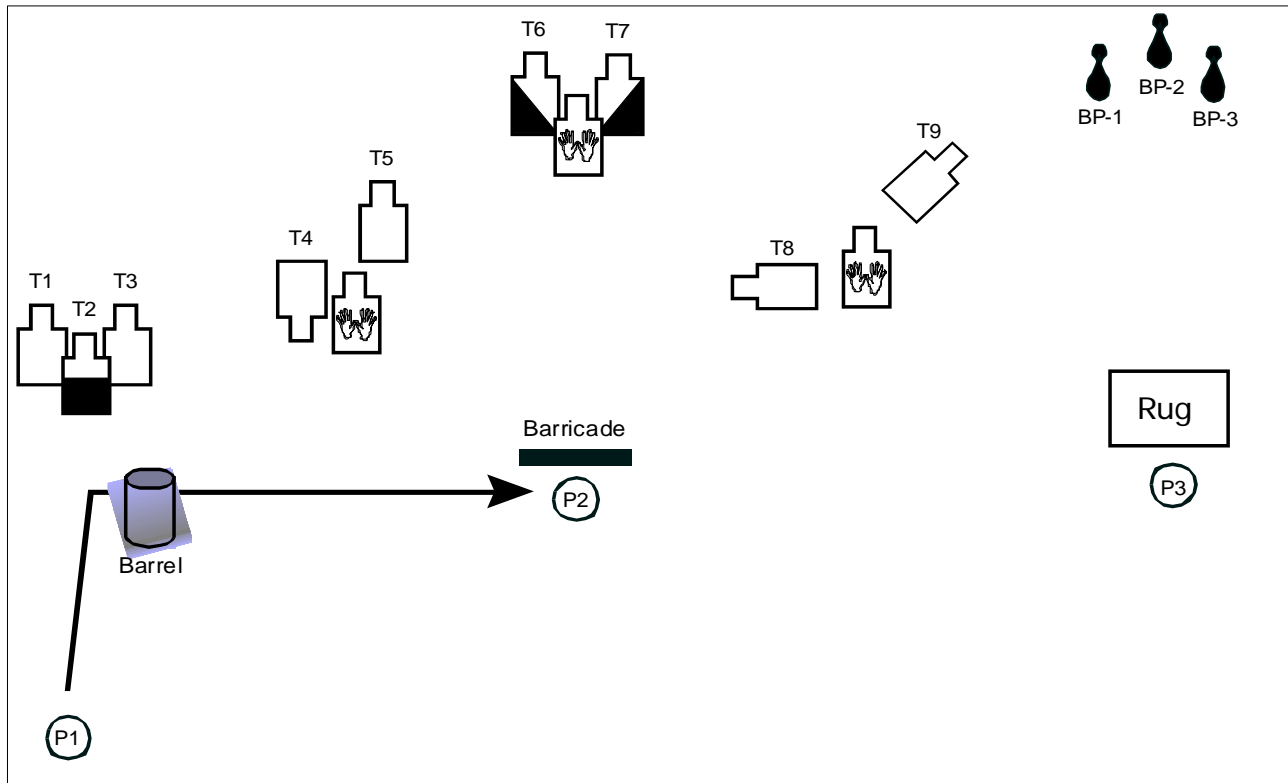
Kent Redford  
Blake Huff

Stage 3

Michael Scott  
Jan Scott

# 2008 Utah Valley Corporate Challenge

## 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**.

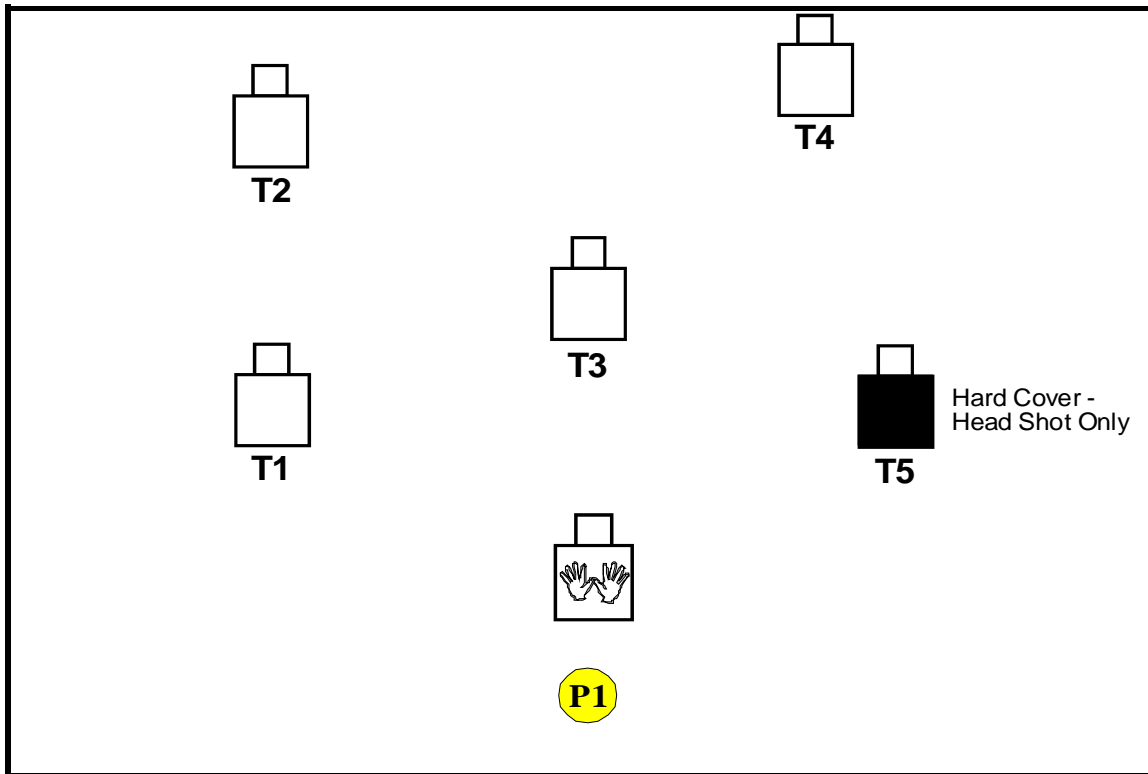
- At the sound of the buzzer, draw and engage **T1** thru **T3** with **1 round** each (Torso or Head) **while moving towards the barrel**.
- Proceed around the barrel and, **while moving to P2**, engage **T4** and **T5** with **2 rounds each** (Torso or Head).
- At **P2** (with proper use of cover using **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**.

# 2008 Utah Valley Corporate Challenge

## 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.

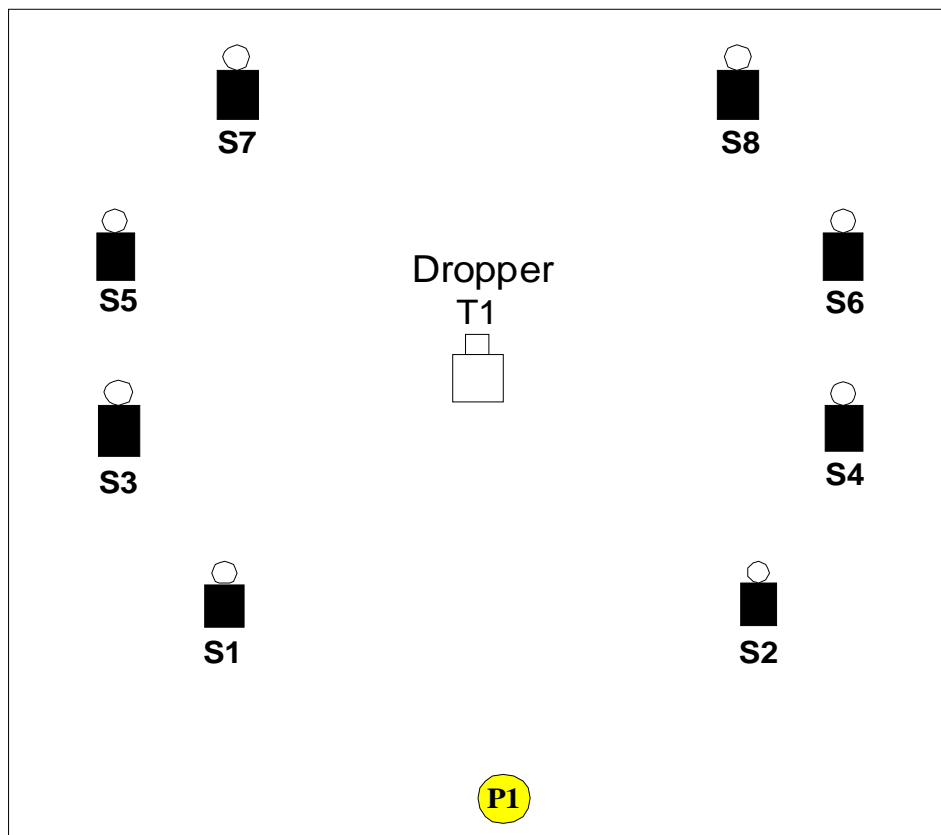
- At the buzzer, engage **T1 thru T5** with **2 rounds each** - **WEAK HAND ONLY**.
- Reload as necessary.

### 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**,

# 2008 Utah Valley Corporate Challenge

## 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.**