

## Results for Saturday February 24, 2007

Division/Class	Name	Total (300)	Stg 1 (70)	Stg 2 (60)	Stg 3 (50)	Stg 4 (70)	Stg 5 (50)
<b>CDP/MM</b>	Zeno Weir	78.66 (16)	19.59 (5)	21.90 (4)	11.54 (2)	13.08 (1)	12.55 (4)
	Barney Conaghan	198.14 (21)	35.47 (6)	38.20 (9)	36.56 (1)	50.74 (3)	37.17 (2)
<b>ESP/SS</b>	Mike Robinette	89.99 (30)	18.28 (4)	25.18 (6)	10.78 (1)	25.25 (18)	10.50 (1)
<b>ESP/MM</b>	John Zabelle	98.07 (7)	17.94 (5)	27.23 (1)	11.54 (1)	18.88	22.48
<b>SSP/SS</b>	Shane Raiford	77.40 (6)	17.66 (3)	17.83 (2)	9.54	18.18 (1)	14.19
	Mike Boitnott	85.34 (4)	18.64	22.51	10.17	22.84 (4)	11.18
	Bill Bowling	94.37 (12)	18.12	26.38 (10)	11.03	19.74 (1)	19.10 (1)
	Steve Milz	117.99 (27)	21.51 (2)	31.41 (13)	23.26 (2)	22.39 (8)	19.42 (2)
<b>SSP/MM</b>	Karl Tuthill	102.75 (13)	18.55 (3)	21.98 (6)	22.14 (2)	23.19 (2)	16.89
<b>SSP/UN</b>	Dan Johnson	83.10 (25)	17.23 (3)	19.13 (3)	16.87 (11)	19.34 (8)	10.53
	John Long	102.82 (22)	18.78 (5)	30.38 (6)	11.47	25.52 (10)	16.67 (1)
	Mike Hedaria	103.46 (28)	21.04 (2)	21.13 (14)	20.74 (5)	19.63 (6)	20.92 (1)
	Kevin McCoy	119.76 (32)	26.67 (1)	27.49 (4)	24.68 (15)	27.08 (10)	13.84 (2)
	Lamar Tillery	127.37 (16)	22.49 (1)	28.79 (4)	24.22 (9)	23.30 (1)	28.57 (1)

You can see the percentage of points you shot on any stage or for the match by subtracting the number in parentheses from the total possible. Then divide that number by the total points possible. For example, Shane Raiford shot SSP/SS in the match at 98 %... $300-6 = 294$ ....  $294/300 = 98\%$ . A good balance of speed and accuracy is 90 to 95%. If your score is higher, you are shooting too slowly and should shoot faster; any less and you should slow down.