

Northwest Florida DPS Match Results for Sunday June 17, 2007

Div/Class	Name	Total	(175)	Stage 1	(45)	Stage 2	(50)	Stage 3	(50)	Stage 4	(30)
CDP/EX	Greg Pate	76.51	(40)	10.02	(20)	17.94	(3)	19.01	(3)	29.54	(14)
CDP/MM	Zeno Weir	73.72	(37)	12.59	(9)	14.46	(3)	15.60	(10)	31.07	(15)
CDP/MM	John Zabelle	108.96	(65)	13.16	(10)	27.69	(11)	20.76	(2)	47.35	(42)
CDP/UN	Evan Mascheger	155.46	(64)	17.23	(1)	60.40	(16)	33.96	(12)	43.87	(35)
CDP/UN	Tyler Smith	91.02	(43)	10.94	(1)	17.18	(2)	21.61	(6)	41.29	(34)
ESP/MM	Bill Palermo	100.26	(59)	9.55	(1)	28.12	(6)	13.42	(1)	49.17	(51)
ESP/UN	John Booth	78.38	(4)	10.17	(0)	14.25	(3)	23.38	(0)	30.58	(1)
ESP/UN	Brian Crosby	79.89	(42)	11.66	(3)	14.51	(3)	19.14	(4)	34.58	(32)
ESP/UN	Michael Biederman	94.35	(51)	13.43	(2)	25.89	(6)	15.13	(2)	39.90	(41)
ESP/UN	Scott Lescenski	129.55	(68)	14.72	(3)	19.45	(5)	44.65	(10)	50.73	(50)
SSP/EX	Russell Ho	53.29	(23)	9.71	(8)	7.60	(2)	12.14	(0)	23.84	(13)
SSP/EX	Mike Robinette	79.04	(48)	12.37	(12)	22.39	(6)	14.35	(5)	29.93	(25)
SSP/MM	Ed Whittlesy	101.73	(64)	13.24	(5)	28.57	(12)	16.65	(2)	43.27	(45)
SSP/UN	Kyle Smith	78.73	(39)	9.64	(0)	18.52	(3)	15.30	(4)	35.27	(32)
SSP/UN	Hank Myers	96.65	(83)	16.02	(12)	22.44	(5)	17.02	(14)	41.17	(52)
SSP/UN	Leo Deloatch	115.92	(48)	16.03	(3)	34.99	(8)	25.05	(4)	39.85	(33)
SSP/UN	Mike Bounds	124.74	(55)	21.58	(3)	29.15	(10)	32.33	(2)	41.68	(40)
SSP/UN	Andrew McPherson	135.84	(74)	16.72	(5)	28.06	(11)	38.73	(2)	52.33	(56)
SSP/UN	John Varenholt	164.49	(90)	17.49	(7)	28.58	(15)	62.50	(15)	55.92	(53)

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, Russell Ho shot SSP/EX in the match at 53.29... $175-23 = 152$ $152/175 = 86.8\%$. 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.

PE = procedural error; HNT = hit on non-threat; FTN = failure to neutralize; FTDR = failure to do right