



August 2016 BUG Match

August 6, 2016

All Shooters

BUG Champion: John D. Marksman 72.39 (17)

Match --Penalties--
Score PD NT PE FN Stage 1 Stage 2 Stage 3 Stage 4

BUG - Sharpshooter

1	Charlie D. (BUG-S)	A29903	91.45	37	1	0	0	20.18 (10)	19.94 (10)	41.22 (11)	10.11 (6)
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BUG - Marksman

DC	John D. (BUG-S)	A09481	72.39	17	0	0	0	15.60(4)	18.65 (9)	30.37(2)	7.77(2)
2	Tom H. (BUG-S)	A05461	89.07	23	0	0	1	29.04 (14)	16.19(3)	34.94 (3)	8.90 (3)
3	Rusty S. (BUG-S)	A41676	100.75	56	1	0	1	25.19 (16)	31.25 (24)	31.55 (5)	12.76 (11)

BUG - Novice

1	Mike H. (BUG-S)	A818233	111.01	51	0	0	1	31.61 (9)	23.27 (18)	40.39 (7)	15.74 (17)
2	Malcom S. (BUG-S)	A15373	168.03	109	3	1	5	41.38 (23)	36.04 (26)	59.37 (12)	31.24 (48)

BUG - Unclassified

1	John K. (BUG-S)	A758377	96.08	36	0	2	0	23.54 (16)	20.51 (4)	38.50 (11)	13.53 (5)
2	Matt B. (BUG-S)	A116624	132.69	62	1	0	3	44.38 (21)	25.22 (11)	50.29 (22)	12.80 (8)
3	Les B. (BUG-S)	A05228	140.34	81	0	0	4	42.21 (34)	35.67 (22)	48.02 (19)	14.44 (6)



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Total Match Penalties:

Target Points Down (PD) - 472
Hits on Non-Threats (NT) - 6
Procedural Errors (PE) - 3
Failures to Neutralize (FN) - 15

Key to Penalties:

PD = Target Points Down. Each point down adds 0.5 seconds to your score.
NT = Hit on Non Threat target. Each HNT adds 5 seconds to your score.
PE = Procedural Error. Each adds 3 seconds to your score.
FN = Failure to Neutralize (no hits in the 0 or -1 zone). Each adds 5 seconds to your score.

Key to Divisions:

BUG = Backup Gun, small revolver (BUG-R) or semi-auto (BUG-S), maximum load of 6 rounds