



October 2016 BUG Match

October 1, 2016

All Shooters

BUG Champion: Tom H. Marksman 69.26 (23)

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

BUG - Marksman

DC Tom H. (BUG-S)	A05461	69.26	23	1	1	0	9.68(7)	31.54(1)	15.82(1)	12.22(14)
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BUG - Novice

1 Malcom S. (BUG-S)	A15373	72.48	39	0	0	0	14.62(10)	30.38(10)	14.96(8)	12.52(11)
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BUG - Unclassified

1 John K. (BUG-S)	A758377	67.25	37	1	0	0	16.28(11)	18.80(1)	17.16(4)	15.01(21)
2 Glenn S. (BUG-S)	A177055	69.91	58	0	0	0	16.00(20)	23.24(12)	15.62(9)	15.05(17)
3 Nicholas P. (BUG-S)	A749274	78.56	48	2	0	0	11.45(6)	25.69(6)	25.61(14)	15.81(22)
4 Mike S. (BUG-S)	XXX	98.83	69	2	0	0	25.24(22)	30.54(11)	25.05(12)	18.00(24)



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Total Match Penalties:

Target Points Down (PD) - 274

Hits on Non-Threats (NT) - 6

Procedural Errors (PE) - 1

Failures to Neutralize (FN) - 0

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