		Match Score	PD	NT	PE	FN	Stage 1	Stage 2	Stage 3
			--Penalties--						
Defensive Multi Gun									
1	Morris, Jeremiah	**88.88**	8	0	1	0	12.94 (0)	44.07 (7)	31.87 (1)
2	Morris, Wesley	**88.89**	3	1	1	0	16.03 (0)	36.75 (1)	36.11 (2)
3	Shimoda, Wayde	**101.85**	10	1	0	0	13.54 (5)	39.82 (1)	48.49 (4)
4	Turner, Mike	**133.18**	12	0	2	0	23.14 (0)	48.12 (6)	61.92 (6)
5	Morris, Zachariah	**141.77**	16	0	1	0	18.80 (1)	62.87 (12)	60.10 (3)
6	Little, Joe	**147.01**	16	2	0	2	20.80 (1)	74.67 (12)	51.54 (3)
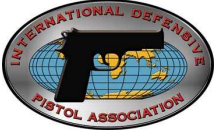
Total Match Penalties (excluding Defensive Multi Gun stages):

Target Points Down (PD) - 0
Hits on Non-Threats (NT) - 0
Procedural Errors (PE) - 0
Failures to Neutralize (FN) - 0

Key to Penalties:

PD = Target Points Down. Each point down adds 1/2 second 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 Abbreviations:

CDP = Custom Defensive Pistol, such as 1911. Must be .45 ACP with maximum magazine load of 8 rounds

ESP = Enhanced Service Pistol, single action or SA/DA such as H&K P7 or CZ-75 or Springfield XD

SSP = Stock Service Pistol, double action or 'Safe Action' such as Glock or SIG

ESR = Enhanced Service Revolver, rimmed or rimless ammo, full moon clip, power factor of 165,000

SSR = Stock Service Revolver, rimmed case ammo, no full moon clips

BUG = Back-Up Gun, .32 or larger caliber with barrel length of 3.8" or less such as Walther PPK or S&W J-Frame, loaded with maximum of 5 rounds