

ZANESVILLE RIFLE CLUB MATCH RESULTS - OCTOBER 11, 2009

	<u>STAGE 1</u> <u>200 SF</u>	<u>STAGE 2</u> <u>200 RF</u>	<u>STAGE 3</u> <u>300 RF</u>	<u>STAGE 4</u> <u>600 REDUCED</u> <u>FROM 300 SF</u>	<u>TOTAL</u>
<u>HIGH MASTER</u>					
Shields, Cody	188-3	196-4	197-5	197-8	778-20
Martino, Terry	190-3	196-4	190-3	195-8	771-18
Swartz, Jim	184-3	195-6	195-5	193-7	767-21
<u>MASTER</u>					
Ohlinger, J.J. (JR)	182-2	197-8	192-6	190-5	761-21
Ohlinger, Mark	181-3	197-8	191-2	192-6	761-19
Rich, John	184-3	195-2	186-2	194-4	759-11
Ohlinger, Mike	173-2	196-5	193-4	194-6	756-17
Bragg, Jim	179-3	190-3	192-7	194-2	755-15
Ellwood, Vince	175-2	192-8	191-2	192-5	750-17
Doss, Bob	179-4	194-2	186-1	191-3	750-10
Bash, Tim	186-0	197-7	178-2	182-2	743-11
Gilkey, Travis (50 shot)	93-0	99-3	100-3	190-5	482-11
<u>EXPERT</u>					
Holtzhauer, Frank	183-1	196-8	193-3	192-4	764-16
Mourer, Trevor (JR)	167-0	198-1	197-5	186-0	748-6
Fridley, Troy	177-1	192-6	185-2	190-2	744-11
Ansel, Richard	169-1	176-1	129-0	190-4	664-6
<u>SHARPSHOOTER</u>					
Bash, Andy	177-0	194-3	189-5	191-4	751-12
Gilkey, Amber (JR)	175-1	192-4	180-2	177-4	724-11
Bonnette, Mike	171-3	186-2	177-1	160-1	694-7
Beck, Christine	168-1	182-1	159-1	172-3	681-6
Bash, Terry	152-1	179-0	155-0	149-4	635-5
<u>MARKSMAN</u>					
Friel, Larry	156-0	168-1	165-2	161-1	650-4
Van Allen, William	141-2	180-2	171-1	147-1	639-6
Alder, Daniel (JR)	144-0	169-0	164-0	149-1	626-1
<u>UNCLASSIFIED</u>					
Cullen, Mike	176-1	182-2	180-2	172-5	710-10
Butler, Jack	94-2	153-0	85-0	146-0	478-2
<u>WOOD GUN MATCH</u>					
Staley, Kevin	181-3	192-3	192-3	185-2	750-11
Mitchell, Jon	173-2	188-1	183-2	188-2	732-7
Beal, Chris	180-2	180-4	163-0	184-3	707-9
Beal, Alan	162-2	186-0	177-1	167-4	692-7
Strom, Ken	183-1	176-2	171-3	162-1	692-7
Little, Bob	178-1	183-0	165-0	160-3	686-4
Yaw, Joe	176-0	179-2	156-0	156-1	667-3
Ellwood, Bob	173-0	162-0	140-0	153-0	628-0
Mitchell, David	156-0	159-0	93-0	144-1	552-1
Todd, Mike	142-0	147-1	126-1	123-0	538-2
Brown, Robert	154-1	159-2	131-0	88-1	532-4

NOTE: (JR) Indicates Junior Shooter