

**Final Results per stage and division  
OKTS Interncup Rifle 7/7  
2015-03-19**

# COMBINED Results per stage

## Stage: 1.

#.	STAGE PERCENT	STAGE POINTS	HIT FACTOR	POINTS	TIME (sec)	COMPETITOR #. Name	DIV	CAT	CLS	ICS
1	100.00	50.0000	6.0075	48	7.99	1. Dag Flodin	Mini Rifle Open	S	U	orion
2	83.06	41.5315	4.9900	50	10.02	6. Rickard Jacobsen	Mini Rifle Open	-	U	
3	82.97	41.4849	4.9844	48	9.63	3. Rune Westerby	Mini Rifle Open	-	U	ekin
4	55.91	27.9548	3.3588	44	13.10	4. Thomas Jølberg	Mini Rifle Open	-	U	lazymike
5	41.05	20.5237	2.4659	38	15.41	5. Frank Tidemann	Mini Rifle Open	-	U	frankofobia

## Stage: 2.

#.	STAGE PERCENT	STAGE POINTS	HIT FACTOR	POINTS	TIME (sec)	COMPETITOR #. Name	DIV	CAT	CLS	ICS
1	100.00	110.0000	6.7935	100	14.72	6. Rickard Jacobsen	Mini Rifle Open	-	U	
2	99.34	109.2712	6.7485	110	16.30	1. Dag Flodin	Mini Rifle Open	S	U	orion
3	95.60	105.1555	6.4943	108	16.63	3. Rune Westerby	Mini Rifle Open	-	U	ekin
4	84.02	92.4222	5.7079	102	17.87	4. Thomas Jølberg	Mini Rifle Open	-	U	lazymike
5	57.13	62.8426	3.8811	94	24.22	5. Frank Tidemann	Mini Rifle Open	-	U	frankofobia

## Stage: 3.

#.	STAGE PERCENT	STAGE POINTS	HIT FACTOR	POINTS	TIME (sec)	COMPETITOR #. Name	DIV	CAT	CLS	ICS
1	100.00	105.0000	6.3789	99	15.52	1. Dag Flodin	Mini Rifle Open	S	U	orion
2	49.58	52.0637	3.1629	86	27.19	3. Rune Westerby	Mini Rifle Open	-	U	ekin
3	47.49	49.8660	3.0294	103	34.00	6. Rickard Jacobsen	Mini Rifle Open	-	U	
4	3.69	3.8792	0.2357	6	25.46	5. Frank Tidemann	Mini Rifle Open	-	U	frankofobia
5	0.00	0.0000	0.0000	0	34.62	4. Thomas Jølberg	Mini Rifle Open	-	U	lazymike

## Stage: 4.

#.	STAGE PERCENT	STAGE POINTS	HIT FACTOR	POINTS	TIME (sec)	COMPETITOR #. Name	DIV	CAT	CLS	ICS
1	100.00	110.0000	6.4095	108	16.85	6. Rickard Jacobsen	Mini Rifle Open	-	U	
2	90.42	99.4594	5.7953	94	16.22	1. Dag Flodin	Mini Rifle Open	S	U	orion
3	89.52	98.4707	5.7377	98	17.08	3. Rune Westerby	Mini Rifle Open	-	U	ekin
4	46.31	50.9408	2.9682	71	23.92	5. Frank Tidemann	Mini Rifle Open	-	U	frankofobia
5	26.03	28.6383	1.6687	41	24.57	4. Thomas Jølberg	Mini Rifle Open	-	U	lazymike