

**Final Results per stage and division**  
**SSL klubbmesterskap runde 1**  
**2018-11-03**

# PRODUCTION Results per stage

## Stage: 1. boxes

#.	STAGE PERCENT	STAGE POINTS	HIT FACTOR	POINTS	TIME (sec)	COMPETITOR #. Name	DIV	CAT	CLS	ICS
1	100.00	160.0000	6.3492	152	23.94	5. Roger Jensen	-Production	-	U	murphy
2	95.74	153.1849	6.0788	142	23.36	7. Øystein Rambøl	-Production	-	U	oysteinr
3	83.49	133.5858	5.3010	140	26.41	1. Rune Vikeby	-Production	S	A	fastwheel
4	68.08	108.9239	4.3224	96	22.21	3. Bård Johansen	-Production	-	B	gunjedi
5	43.57	69.7071	2.7662	119	43.02	8. Ragnar Hongset	-Production	-	U	

## Stage: 2. strong hand

#.	STAGE PERCENT	STAGE POINTS	HIT FACTOR	POINTS	TIME (sec)	COMPETITOR #. Name	DIV	CAT	CLS	ICS
1	100.00	40.0000	8.0537	36	4.47	5. Roger Jensen	-Production	-	U	murphy
2	86.94	34.7775	7.0022	32	4.57	1. Rune Vikeby	-Production	S	A	fastwheel
3	83.71	33.4831	6.7416	36	5.34	3. Bård Johansen	-Production	-	B	gunjedi
4	50.80	20.3209	4.0915	34	8.31	7. Øystein Rambøl	-Production	-	U	oysteinr
5	49.56	19.8226	3.9911	36	9.02	8. Ragnar Hongset	-Production	-	U	

## Stage: 3. weak hand

#.	STAGE PERCENT	STAGE POINTS	HIT FACTOR	POINTS	TIME (sec)	COMPETITOR #. Name	DIV	CAT	CLS	ICS
1	100.00	40.0000	6.1818	34	5.50	5. Roger Jensen	-Production	-	U	murphy
2	99.24	39.6969	6.1350	40	6.52	7. Øystein Rambøl	-Production	-	U	oysteinr
3	82.40	32.9601	5.0938	38	7.46	3. Bård Johansen	-Production	-	B	gunjedi
4	68.01	27.2037	4.2042	28	6.66	1. Rune Vikeby	-Production	S	A	fastwheel
5	19.19	7.6762	1.1863	34	28.66	8. Ragnar Hongset	-Production	-	U	

## Stage: 4. corner

#.	STAGE PERCENT	STAGE POINTS	HIT FACTOR	POINTS	TIME (sec)	COMPETITOR #. Name	DIV	CAT	CLS	ICS
1	100.00	110.0000	9.7035	108	11.13	3. Bård Johansen	-Production	-	B	gunjedi
2	89.47	98.4134	8.6814	106	12.21	1. Rune Vikeby	-Production	S	A	fastwheel
3	88.01	96.8071	8.5397	100	11.71	5. Roger Jensen	-Production	-	U	murphy
4	85.95	94.5448	8.3401	102	12.23	7. Øystein Rambøl	-Production	-	U	oysteinr
5	21.27	23.3958	2.0638	108	52.33	8. Ragnar Hongset	-Production	-	U	