

Monmouth Rangers	7/18	Stage 1 "Single"				Stage 2 "Double"				Stage 3 "Out/In"				Stage 4 "Nevada"				Stage 5 "Welk"				TOTAL	TOT					
Alias	Class	Raw	M	P	B	TOT	Raw	M	P	B	TOT	Raw	M	P	B	TOT	Raw	M	P	B	TOT	Raw	M	P	B	TOT	TIME	MISS
Dixie Bill	ES	70.17	1			75.17	67.73	1			72.73	77.20	1			82.20	67.04				67.04	77.71				77.71	374.85	3
Bobby Reno	S	58.06	4			78.06	55.91	4			75.91	67.43	1			72.43	56.84	3			71.84	54.85	2			64.85	363.09	14
OI Sea Dog	SS	58.97				58.97	51.28				51.28	53.16	1			58.16	54.83				54.83	47.66				47.66	270.90	1
Dakota Mike	SS	72.64				72.64	73.08	2			83.08	76.39	6			106.39	79.12	3			94.12	80.32				80.32	436.55	11
Stump	GP	67.93	2			77.93	67.52	1			72.52	76.26		1		86.26	64.86				64.86	68.75	1			73.75	375.32	4
Young Zack	49	65.40	1			70.40	59.38	3			74.38	63.05	1			68.05	64.54				64.54	60.26				60.26	337.63	5
Storekeep Dave	CB	90.42	4			110.42	83.98	1			88.98	94.47	3			109.47	82.16	4			102.16	81.79	2			91.79	502.82	14
Cletus Leonard Lee	SS	50.67				50.67	61.06	1	1		76.06	52.79				52.79	49.26				49.26	67.53				67.53	296.31	1
Mickey Jake	CB	62.79	1			67.79	93.16	1			98.16	92.83	2			102.83	58.12	1			63.12	73.83				73.83	405.73	5
Screwie	49	39.46				39.46	37.96	3			52.96	42.83				42.83	37.48	1			42.48	42.14	1			47.14	224.87	5
Marshal Joe	ES	47.28				47.28	43.11				43.11	48.32				48.32	48.91				48.91	49.30				49.30	236.92	0
						0.00					0.00					0.00					0.00					0.00	0.00	0
						0.00					0.00					0.00					0.00					0.00	0.00	0
TIME RANK		Time																										
Screwie	1	224.87																										
Marshal Joe	2	236.92				CLEAN																						
OI Sea Dog	3	270.90																										
Cletus Leonard Lee	4	296.31																										
Young Zack	5	337.63																										
Bobby Reno	6	363.09																										
Dixie Bill	7	374.85																										
Stump	8	375.32																										
Mickey Jake	9	405.73																										
Dakota Mike	10	436.55																										
Storekeep Dave	11	502.82																										

lowest total time will
determine winner
Then it goes to least misses