



**SKILL CODES**

**A** Move and Shoot  
**B** Moving Targets  
**C** Multiple Targets  
**D** Relative Positions

**E** Barricade  
**F** One-handed Shooting (strong)  
**G** One-handed Shooting (weak)  
**H** Low Light

**I** Spontaneous Assault  
**J** Shoot / Don't Shoot  
**K** Reloading  
**L** Long Distance

**M** Hostage Target  
**N** Mental Stressors  
**O** Draw From Holster  
**P** Reactionary Targets

(O) Optic sights

(L) Lazer

® Revolver

**Winter 2021 T3 League as of 2 February 2021 (Week 2) Pistol Caliber Carbine Class**

#	SHOOTER Name	STAGE 1		CODES:				STAGE 2		CODES:				MATCH	
		Time	Points	Time	Points	SCORE	RANK	Time	Points	Time	Points	SCORE	RANK	SCORE	RANK
		STRINGS:						STRINGS:							
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															

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**M** Hostage Target  
**N** Mental Stressors  
**O** Draw From Holster  
**P** Reactionary Targets

Scoring = Accuracy - Time

(O) Optics

(L) Laser

® Revolver

© Carbine

\* only specified if not universal

**Summer 2021 T3 League as of 18 May 2021 (Week 2) Carry Optics Class**

#	SHOOTER Name	STAGE 1		CODES:				STAGE 2		CODES:				MATCH		
		Time	Points	Time	Points	SCORE	RANK	Time	Points	Time	Points	SCORE	RANK	SCORE	RANK	
1	Hanna, Eric (O)	42.05		43.37	178	92.58	2	30.36		21.32	117	65.32	4	157.90	4	Hanna, Eric (O)
2	Bayot, Tony (O)	42.56	-5	43.80	137	45.64	5	21.42		23.10	102	57.48	5	103.12	5	Bayot, Tony (O)
3	Streed, Karl (O)	36.20		36.35	166	93.45	1	16.58		16.06	113	80.36	2	173.81	1	Streed, Karl (O)
4	Mullins, Gary (L)	39.12	-10	40.26	88	(1.38)	6	21.60		18.82	97	56.58	6	55.20	6	Mullins, Gary (L)

5	Pedro, Jeff (O)	42.55	-5	44.71	<b>178</b>	85.74	<b>3</b>		20.26		18.70	119	80.04	<b>3</b>		165.78	<b>2</b>	Pedro, Jeff (O)
6	Simpson, Wayne (O) S	<b>32.26</b>	-5	<b>33.07</b>	150	79.67	4		18.55		19.29	<b>123</b>	85.16	<b>1</b>		164.83	<b>3</b>	Simpson, Wayne (O) S
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17																		
18																		
19																		
20																		

**SKILL CODES**

- |                             |                                |                              |                              |
|-----------------------------|--------------------------------|------------------------------|------------------------------|
| <b>A</b> Move and Shoot     | <b>E</b> Barricade             | <b>I</b> Spontaneous Assult  | <b>M</b> Hostage Target      |
| <b>B</b> Moving Targets     | <b>F</b> led Shooting (strong) | <b>J</b> Shoot / Don't Shoot | <b>N</b> Mental Stressors    |
| <b>C</b> Multiple Targets   | <b>G</b> ded Shooting (weak)   | <b>K</b> Reloading           | <b>O</b> Draw From Holster   |
| <b>D</b> Relative Positions | <b>H</b> Low Light             | <b>L</b> Long Distance       | <b>P</b> Reactionary Targets |

Scoring = Accuracy - Time

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