

## Summer 2021 T3 League as of 1 June 2021 (Week 4)

SHOOTER		STAGE 1 CODES:						STAGE 2 CODES:						MATCH		
		STRINGS:						STRINGS:						SCORE	RANK	
#	Name	Time	Points	Time	Points	SCORE	RANK	Time	Points	Time	Points	SCORE	RANK	SCORE	RANK	
1	Doncaster, Carlton	<b>50.10</b>		78.27	<b>110</b>	(18.37)	<b>2</b>	<b>178.38</b>			50	(128.38)	<b>2</b>	(146.75)	<b>2</b>	Doncaster, Carlton
2	Mullins, Gary	60.14		72.04	<b>110</b>	(22.18)	<b>3</b>	192.57			70	(122.57)	<b>1</b>	(144.75)	<b>1</b>	Mullins, Gary
3	Popadyn, Nick	54.82		<b>53.03</b>	<b>110</b>	2.15	<b>1</b>	186.30		<b>146.58</b>	<b>140</b>	(192.88)	<b>3</b>	(190.73)	<b>3</b>	Popadyn, Nick
4																
5																

### 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  
**(L)** Lazer

**I** Spontaneous Assult  
**J** Shoot / Don't Shoot  
**K** Reloading  
**L** Long Distance  
**[R]** Revolver

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

\* only specified if not universal

## Summer 2021 T3 League as of 1 June 2021 (Week 4) Masters Class

SHOOTER		STAGE 1		CODES:				STAGE 2		CODES:				MATCH		
#	Name	Time	Points	Time	Points	SCORE	RANK	Time	Points	Time	Points	SCORE	RANK	SCORE	RANK	
1	Dockery, Lou	<b>23.63</b>		<b>22.71</b>	<b>110</b>	63.66	<b>1</b>	102.70		<b>81.40</b>	130	(54.10)	<b>2</b>	9.56	<b>2</b>	Dockery, Lou
2	Streed, Karl	30.43		25.24	<b>110</b>	54.33	<b>2</b>	103.05		160.50	<b>140</b>	(123.55)	4			Streed, Karl
3	Streed, Karl	25.60		36.71	<b>110</b>	47.69	4	96.24		156.17	<b>140</b>	(112.41)	<b>3</b>	(64.72)	<b>3</b>	Streed, Karl
4	Ensign, Robert	24.71		32.92	<b>110</b>	52.37	<b>3</b>	<b>71.88</b>		90.41	<b>140</b>	(22.29)	<b>1</b>	30.08	<b>1</b>	Ensign, Robert
5																

### SKILL CODES

<b>A</b>	Move and Shoot	<b>E</b>	Spontaneous Ass	<b>M</b>	Hostage Target
<b>B</b>	Moving Targets	<b>F</b>	Shoot / Don't Sh	<b>N</b>	Mental Stressors
<b>C</b>	Multiple Targets	<b>G</b>	Reloading	<b>O</b>	Draw From Holster
<b>D</b>	Relative Positions	<b>H</b>	Long Distance	<b>P</b>	Reactionary Targets
<b>(O)</b>	Optic sights	<b>(L)</b>	<b>Lazer</b>	<b>[R]</b>	<b>Revolver</b>
				<b>SH</b>	Strong Hand
				<b>WH</b>	Weak Hand

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## Summer 2021 T3 League as of 1 June 2021 (Week 4) Optics Class

SHOOTER		STAGE 1		CODES:				STAGE 2		CODES:				MATCH		
#	Name	Time	Points	Time	Points	SCORE	RANK	Time	Points	Time	Points	SCORE	RANK	SCORE	RANK	
1	Truscelli, Rob (O)	21.56		19.04	<b>110</b>	69.40	<b>3</b>	57.24		54.27	<b>140</b>	28.49	5	97.89	5	Truscelli, Rob (O)
2	Bayot, Tony (O)	35.60		24.69	<b>110</b>	49.71	7	155.44		107.00	115	(147.44)	8	(97.73)	8	Bayot, Tony (O)
3	Simpson, Wayne (O) S	24.99		23.39	<b>110</b>	61.62	6	45.57		57.77	<b>140</b>	36.66	4	98.28	4	Simpson, Wayne (O)
4	Streed, Karl (O)	21.83		21.34	<b>110</b>	66.83	5	49.92		<b>36.32</b>	<b>140</b>	53.76	<b>2</b>	120.59	<b>2</b>	<b>Streed, Karl (O)</b>
5	Heath, Frank (O)	19.88		22.19	<b>110</b>	67.93	4	50.16		52.90	<b>140</b>	36.94	<b>3</b>	104.87	<b>3</b>	<b>Heath, Frank (O)</b>
6	Ikerd, Jim (O)	34.54		30.13	<b>110</b>	45.33	8	91.66		82.66	<b>140</b>	(34.32)	7	11.01	7	Ikerd, Jim (O)
7	MacDonald, Scott (O)	20.35		19.06	<b>110</b>	70.59	<b>2</b>	84.91		82.31	<b>140</b>	(27.22)	6	43.37	6	MacDonald, Scott (O)
8	Pedro, Jeff (O)	<b>17.31</b>		<b>16.44</b>	<b>110</b>	76.25	<b>1</b>	<b>30.79</b>		39.61	<b>140</b>	69.60	<b>1</b>	145.85	<b>1</b>	<b>Pedro, Jeff (O)</b>
9																
10																

### SKILL CODES

<b>A</b>	Move and Shoot	<b>E</b>	Spontaneous Ass	<b>M</b>	Hostage Target
<b>B</b>	Moving Targets	<b>F</b>	Shoot / Don't Sh	<b>N</b>	Mental Stressors
<b>C</b>	Multiple Targets	<b>G</b>	Reloading	<b>O</b>	Draw From Holster
<b>D</b>	Relative Positions	<b>H</b>	Long Distance	<b>P</b>	Reactionary Targets

Scoring = Accuracy - Time

(O) Optics Optic sig (L) Laser

® Revolver

© Carbine

\* only specified if not universal

## Summer 2021 T3 League as of 1 June 2021 (Week 4) Pistol Caliber Carbine Class

SHOOTER		STAGE 1		CODES:				STAGE 2		CODES:				MATCH		
		STRINGS:						STRINGS:								
#	Name	Time	Points	Time	Points	SCORE	RANK	Time	Points	Time	Points	SCORE	RANK	SCORE	RANK	
1	Rigano, Charles (C)	36.26		<b>37.08</b>	<b>110</b>	36.66	<b>1</b>	<b>35.02</b>		<b>46.36</b>	<b>140</b>	58.62	<b>1</b>	95.28	<b>1</b>	Rigano, Charles (C)
2	Rigano, Charles (C)	<b>29.34</b>			55	25.66	<b>2</b>	44.18			70	25.82	<b>2</b>	51.48	<b>2</b>	Rigano, Charles (C)
3																

### SKILL CODES

<b>A</b>	Move and Shoot	<b>E</b>		<b>I</b>	Spontaneous Ass	<b>M</b>	Hostage Target
<b>B</b>	Moving Targets	<b>F</b>		<b>J</b>	Shoot / Don't Sh	<b>N</b>	Mental Stressors
<b>C</b>	Multiple Targets	<b>G</b>		<b>K</b>	Reloading	<b>O</b>	Draw From Holster
<b>D</b>	Relative Positions	<b>H</b>		<b>L</b>	Long Distance	<b>P</b>	Reactionary Targets
<b>(O)</b>	<b>Optic sights</b>	<b>(L)</b>	Lazer	<b>[R]</b>	Revolver	<b>©</b>	Carbine
						<b>SH</b>	Strong Hand
						<b>WH</b>	Weak Hand