



**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> led 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 |
- (O) Optic sights (L) Lazer © Revolver

**Spring 2022 T3 League as of 22 March 2022 (Week 3) 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	Simpson, Wayne (PCC) S	20.21		18.39	115	76.40	1	7.74	-15	13.49	127	90.77	1	167.17	1	Simpson, Wayne (PCC) S
2																
3																
4																

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|-----------------------------|--------------------------------|------------------------------|------------------------------|
| <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> led 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 (O) Optics (L) Lazer © Carbine \* only specified if not universal

**Spring 2022 T3 League as of 22 March 2022 (Week 3) Optics 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	Blevins, Dennis (O)	31.27		27.82	136	76.91	10	18.39		19.32	120	82.29	10			Blevins, Dennis (O)
2	Woeste, Mike (O)	18.26		17.87	130	93.87	3	14.53		12.68	115	87.79	7	181.66	4	Woeste, Mike (O)
3	Rigano, Charley (O)	31.59		29.23	136	75.18	11	19.51		24.02	109	65.47	11	140.65	10	Rigano, Charley (O)
4	Judy, Grey (O)	13.67		15.12	126	97.21	2	8.44		9.85	126	107.71	1	204.92	1	Judy, Grey (O)

5	Blevins, Dennis (O)	28.13		19.93	<b>138</b>	89.94	5		14.98		13.22	124	95.80	<b>5</b>		185.74	<b>2</b>	<b>Blevins, Dennis (O)</b>
6	Truscelli, Rob (O)	29.80		27.83	136	78.37	8		15.66		15.45	<b>134</b>	102.89	4		181.26	5	Truscelli, Rob (O)
7	Judy, Grey (O)	15.88		14.90	130	99.22	<b>1</b>		8.68		<b>7.82</b>	121	104.50	<b>3</b>				Judy, Grey (O)
8	Bayot, Tony (O)	22.23	-5	27.35	128	73.42	12		15.55		19.15	128	93.30	6		166.72	7	Bayot, Tony (O)
9	Williamson, Bruce (O)	15.85		<b>13.48</b>	120	90.67	4		8.96		8.25	70	52.79	12		143.46	9	Williamson, Bruce (O)
10	Streed, Karl (O)	19.56		24.93	133	88.51	6		9.20		10.24	105	85.56	9		174.07	6	Streed, Karl (O)
11	Bastian, Dave (O)	23.49	-5	27.15	120	64.36	13		14.97		15.43	116	85.60	8		149.96	8	Bastian, Dave (O)
12	Deflin, Neal (O)	28.61		20.06	126	77.33	9		10.58		11.31	127	105.11	<b>2</b>		182.44	<b>3</b>	<b>Deflin, Neal (O)</b>
13	Simpson, Wayne (O) S	23.94		23.97	129	81.09	7		17.99		14.24	84	51.77	13		132.86	11	Simpson, Wayne (O) S
14																		
15																		

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|-----------------------------|--------------------------------|------------------------------|------------------------------|
| <b>A</b> Move and Shoot     | <b>E</b> Barricade             | <b>I</b> Spontaneous Assault | <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> led 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

(O) Optics

(L) Laser

® Revolver

© Carbine

\* only specified if not universal

**Winter 2022 T3 League as of 25 January 2022 (Week 3) ) Rimfire Class**

#	SHOOTER	STAGE 1		CODES:		SCORE	RANK	STAGE 2		CODES:		SCORE	RANK	MATCH	
		Time	Points	Time	Points			Time	Points	Time	Points			SCORE	RANK
1															
2															
3															
4															

**SKILL CODES**

- |                             |                                       |                              |                              |
|-----------------------------|---------------------------------------|------------------------------|------------------------------|
| <b>A</b> Move and Shoot     | <b>E</b> Barricade                    | <b>I</b> Spontaneous Assault | <b>M</b> Hostage Target      |
| <b>B</b> Moving Targets     | <b>F</b> One-handed Shooting (strong) | <b>J</b> Shoot / Don't Shoot | <b>N</b> Mental Stressors    |
| <b>C</b> Multiple Targets   | <b>G</b> One-handed 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 |
| <b>(O)</b> Optic sights     | <b>(L)</b> Lazer                      | <b>[R]</b> Revolver          | <b>SH</b> Strong Hand        |
|                             |                                       |                              | <b>WH</b> Weak Hand          |