



**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

**Summer 2022 T3 League as of 17 May 2022 (Week 3) Pistol Caliber Carbine 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	Rigano, Charley (PCC)	28.16		22.87	118	66.97	2	12.67		11.61	116	91.72	2	158.69	2	Rigano, Charley (PCC)
2	Williamson, Bruce (PCC)	16.05		13.39	115	85.56	1	10.94		5.58	114	97.48	1	183.04	1	Williamson, Bruce (PCC)
3																
4																

**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 |

Scoring = Accuracy - Time (O) Optics (L) Laser © Carbine \* only specified if not universal

**Summer 2022 T3 League as of 17 May 2022 (Week 3) 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	Troike, Marc (O)	25.34		24.47	89	39.19	12	16.19		13.87	98	67.94	9	107.13	8	Troike, Marc (O)
2	Shaw, Jim (O)	23.41		27.71	102	50.88	8	19.28		17.33	76	39.39	13	90.27	10	Shaw, Jim (O)
3	Streed, Karl (O)	25.49		26.56	116	63.95	5	19.45		9.13	113	84.42	3			Streed, Karl (O)
4	Streed, Karl (O)	25.62		22.47	115	66.91	4	9.22		8.45	109	91.33	1	158.24	2	Streed, Karl (O)

5	Bastian, Dave (O)	20.98		23.07	73	28.95	13		16.94		15.69	104	71.37	8			Bastian, Dave (O)	
6	Woeste, Mike (O)	23.89		17.19	86	44.92	10		11.21		16.19	82	54.60	12		99.52	9	Woeste, Mike (O)
7	Truscelli, Rob (O)	24.09		21.36	109	63.55	6		11.72		12.35	103	78.93	5		142.48	5	Truscelli, Rob (O)
8	Truscelli, Rob (O)	22.38		21.08	118	74.54	1		11.00		11.89	111	88.11	2		162.65	1	Truscelli, Rob (O)
9	Bayot, Tony (O)	43.75		21.68	90	24.57	14		17.48		25.75	106	62.77	11		87.34	11	Bayot, Tony (O)
10	Green, Joshua (O)	17.21		16.78	77	43.01	11		11.28		12.65	91	67.07	10		110.08	7	Green, Joshua (O)
11	Ikerd, Jim (O)	23.64		22.86	97	50.50	9		23.24		21.46	81	36.30	14		86.80	12	Ikerd, Jim (O)
12	Bastian, Dave (O)	23.92		22.79	108	61.29	7		15.40		12.59	100	72.01	7		133.30	6	Bastian, Dave (O)
13	Simpson, Wayne (O) S	22.35		18.95	110	68.70	3		12.66		11.85	103	78.49	6		147.19	4	Simpson, Wayne (O) S
14	Showers, Mitch (O)	18.29		17.45	109	73.26	2		10.88		8.42	102	82.70	4		155.96	3	Showers, Mitch (O)
15																		

**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> 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

**Summer 2022 T3 League as of 17 May 2022 (Week 3) ) Rimfire Class**

#	SHOOTER Name	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          |