

| # | Name | Time | Points | Time | Points | SCORE | RANK | Time | Points | Time | Points | SCORE | RANK | SCORE | RANK | |
|----|----------------------|--------------|--------|--------------|------------|-------|----------|--------------|--------|--------------|-----------|-------|----------|--------|----------|---------------------------|
| 1 | Troike, Marc (O) | 13.58 | | 12.95 | 81 | 54.47 | 7 | 24.58 | | 24.69 | 74 | 24.73 | 5 | 79.20 | 5 | Troike, Marc (O) |
| 2 | Shaw, Jim (O) | 27.35 | | 18.53 | 105 | 59.12 | 5 | 42.56 | | 27.23 | 96 | 26.21 | 4 | 85.33 | 4 | Shaw, Jim (O) |
| 3 | Truscelli, Rob (O) | 20.41 | | 16.31 | 120 | 83.28 | 1 | 25.46 | | 29.82 | 94 | 38.72 | 2 | 122.00 | 1 | Truscelli, Rob (O) |
| 4 | Bayot, Tony (O) | 20.21 | | 23.81 | 103 | 58.98 | 6 | 39.47 | | 29.31 | 69 | 0.22 | 7 | 59.20 | 7 | Bayot, Tony (O) |
| 5 | Simpson, Wayne (O) S | 17.45 | | 15.25 | 96 | 63.30 | 3 | 23.34 | | 25.96 | 63 | 13.70 | 6 | 77.00 | 6 | Simpson, Wayne (O) S |
| 6 | Streed, Karl (O) | 12.00 | | 11.22 | 92 | 68.78 | 2 | 23.21 | | 23.21 | 88 | 41.58 | 1 | 110.36 | 2 | Streed, Karl (O) |
| 7 | Green, Joshua (O) | 19.52 | -5 | 25.31 | 110 | 60.17 | 4 | 30.64 | | 24.99 | 87 | 31.37 | 3 | 91.54 | 3 | Green, Joshua (O) |
| 8 | | | | | | | | | | | | | | | | |
| 9 | | | | | | | | | | | | | | | | |
| 10 | | | | | | | | | | | | | | | | |
| 11 | | | | | | | | | | | | | | | | |
| 12 | | | | | | | | | | | | | | | | |
| 13 | | | | | | | | | | | | | | | | |
| 14 | | | | | | | | | | | | | | | | |
| 15 | | | | | | | | | | | | | | | | |

SKILL CODES

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

Scoring = Accuracy - Time

(O) Optics

(L) Laser

® Revolver

© Carbine

* only specified if not universal

Summer 1 2022 T3 League as of 12 July 2022 (Week 3)) Rimfire 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 | | | | | | | | | | | | | | | |
| 2 | | | | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | | | | |

SKILL CODES

- | | | | | | | | |
|----------|----------------|----------|------------------------------|----------|---------------------|----------|------------------|
| A | Move and Shoot | E | Barricade | I | Spontaneous Assault | M | Hostage Target |
| B | Moving Targets | F | One-handed Shooting (strong) | J | Shoot / Don't Shoot | N | Mental Stressors |

C Multiple Targets
D Relative Positions
(O) Optic sights

G One-handed Shooting (weak)
H Low Light
(L) Lazer

K Reloading
L Long Distance
[R] Revolver

O Draw From Holster
P Reactionary Targets
SH Strong Hand

WH Weak Hand