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**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** led Shooting (weak)                      **K** Reloading                                      **O** Draw From Holster
  - D** Relative Positions                      **H** Low Light                                      **L** Long Distance                              **P** Reactionary Targets
- (O) Optic sights                                      (L) Lazer                                              ® Revolver

**Mid Summer 2024 T3 League as of 13/14 Aug 2024 (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	Barton, David (PCC)	19.83		20.63	<b>120</b>	79.54	<b>2</b>	<b>15.63</b>			110	94.37	<b>2</b>	173.91	<b>1</b>
2	Hanna, Eric (PCC)	<b>19.72</b>		<b>18.16</b>	<b>120</b>	82.12	<b>1</b>	23.64			110	86.36	4	168.48	<b>2</b>
3	Utz, Steve (PCC)	27.78		22.72	<b>120</b>	69.50	4	24.03			<b>120</b>	95.97	<b>1</b>	165.47	<b>3</b>
4	Simpson, Wayne (PCC)	20.71		19.78	110	69.51	<b>3</b>	16.22			90	73.78	6	143.29	4
5	Hanna, John (PCC)	34.97		30.65	118	52.38	6	32.36			<b>120</b>	87.64	<b>3</b>	140.02	5
6	Popadyn, Nick (PCC)	33.97		30.06	118	53.97	5	37.13			<b>120</b>	82.87	5	136.84	6
7	Rigano, Charley (PCC)	37.86		30.08	118	50.06	7	36.00	-5		100	59.00	7	109.06	7
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- 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** led 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) Lazer                      ® Revolver                      © Carbine                      \* only specified if not universal

### Mid Summer 2024 T3 League as of 13/14 Aug 2024 (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	Utz, Steve (O)	26.41		25.49	<b>111</b>	59.10	<b>1</b>	37.17			<b>90</b>	52.83	<b>1</b>	111.93	<b>1</b>	Utz, Steve (O)
2	Imel, Shawn (O)	23.77		24.49	104	55.74	<b>2</b>	31.10			79	47.90	<b>3</b>	103.64	<b>2</b>	Imel, Shawn (O)
3	Rigano, Charley (O)	26.45		25.66	98	45.89	6	31.26			84	52.74	<b>2</b>	98.63	<b>3</b>	Rigano, Charley (O)
4	Imel, Pam (O)	29.06		26.46	<b>111</b>	55.48	<b>3</b>	36.20	-5		71	29.80	6	85.28	4	Imel, Pam (O)
5	Popadyn, Nick (O)	28.87		27.10	106	50.03	5	40.89	-10		82	31.11	5	81.14	5	Popadyn, Nick (O)
6	Bayot, Tony (O)	27.20		26.09	96	42.71	7	<b>21.38</b>	-15		70	33.62	4	76.33	6	Bayot, Tony (O)
7	Pettitt, Bob (O)	25.24		23.60	67	18.16	8	38.69			60	21.31	7	39.47	7	Pettitt, Bob (O)
8	Simpson, Wayne (O)	<b>19.08</b>		<b>18.32</b>	89	51.60	4	23.62	-20		19	(24.62)	8	26.98	8	Simpson, Wayne (O)
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**SKILL CODES**

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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> ed 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

### Mid Summer 2024 T3 League as of 13/14 Aug 2024 (Week 3) Rimfire Class

SHOOTER		STAGE 1		CODES:				STAGE 2		CODES:				MATCH	
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