

### Mid Summer 2024 T3 League as of 3/4 Sept 2024 (Week 5)

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	Doncaster, Carlton	43.28		46.82	<b>130</b>	39.90	<b>1</b>	22.84		24.55	<b>120</b>	72.61	<b>1</b>	112.51	<b>1</b>	Doncaster, Carlton
2	Ritter, Peter	<b>37.24</b>	-10	<b>31.18</b>	117	38.58	<b>2</b>	<b>18.84</b>		<b>16.63</b>	94	58.53	<b>2</b>	97.11	<b>2</b>	Ritter, Peter
3	Shaver, John	54.97		50.61	119	13.42	<b>3</b>	22.03		27.40	105	55.57	<b>3</b>	68.99	<b>3</b>	Shaver, John
4	Shaver, Annis	46.34		57.64	110	6.02	4	25.95		27.18	107	53.87	4	59.89	4	Shaver, Annis
5	Decker, Jodi	54.51		69.25	57	(66.76)	5	27.88	-15	23.02	78	12.10	5	(54.66)	5	Decker, Jodi
6																
7																
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10																

**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 |
| (O) Optic sights                  | <b>(L)</b> Lazer                      | <b>[R]</b> Revolver          | <b>SH</b> Strong Hand        |
| * only specified if not universal | <b>(O)</b> Optic sights               |                              | <b>WH</b> Weak Hand          |

### Mid Summer 2024 T3 League as of 3/4 Sept 2024 (Week 5) Masters 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	Barton, David	<b>24.96</b>		<b>20.77</b>	<b>130</b>	84.27	<b>1</b>	<b>10.26</b>	-10	17.14	<b>120</b>	82.60	5	166.87	<b>1</b>	Barton, David
2	Lethander, Andrew	25.59		25.51	120	68.90	<b>3</b>	12.35		13.21	<b>120</b>	94.44	<b>1</b>	163.34	<b>2</b>	Lethander, Andrew
3	Hanna, John	26.82		29.66	<b>130</b>	73.52	<b>2</b>	14.98		19.40	112	77.62	7	151.14	<b>3</b>	Hanna, John
4	Stephens, Rob	34.89		31.55	128	61.56	4	16.39		18.05	114	79.56	6	141.12	4	Stephens, Rob
6	Fodge, Ellen	39.00		28.72	110	42.28	7	10.37		<b>11.74</b>	114	91.89	<b>2</b>	134.17	5	Fodge, Ellen



**SKILL CODES**

**A** Move and Shoot  
**B** Moving Targets  
**C** Multiple Targets  
**D** Relative Positions  
**(O)** 9C)

**E** Barricade  
**F** One-handed Shooting (strong)  
**G** One-handed Shooting (weak)  
**H** Low Light  
**(L)** Lazer 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  
**SH** Strong Hand

**WH** Weak Hand

**Mid Summer 2024 T3 League as of 3/4 Sept 2024 (Week 5) 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)	35.06		34.54	130	60.40	1	16.73		18.23	120	85.04	2	145.44	1	Utz, Steve (O)
2	Bastian, David (O)	35.15		29.92	119	53.93	2	13.86	-5	15.68	120	85.46	1	139.39	2	Bastian, David (O)
3	Truscelli, Rob (O)	40.00		36.25	130	53.75	3	20.39		19.09	120	80.52	3	134.27	3	Truscelli, Rob (O)
4	Rigano, Charley (O)	34.79		30.70	119	53.51	4	19.13		19.46	118	79.41	4	132.92	4	Rigano, Charley (O)
5	Rigano, Charley (O)	38.80		30.43	117	47.77	5	15.50		22.53	98	59.97	5			Rigano, Charley (O)
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18																

**SKILL CODES**

**A** Move and Shoot  
**B** Moving Targets

**E**  
**F**

**I** Spontaneous Assult  
**J** Shoot / Don't Shoot

**M** Hostage Target  
**N** Mental Stressors

**C** Multiple Targets  
**D** Relative Positions

**G**  
**H**  
(O) Optics Optic siç (L) Laser

**K** Reloading  
**L** Long Distance  
® Revolver © Carbine

**O** Draw From Holster  
**P** Reactionary Targets

**Scoring = Accuracy - Time**

\* only specified if not universal