

Spring 2025 T3 League as of 25/26 Feb (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	Maleski, Sarah (O)	20.88		20.33	172	130.79	1	20.84	-5	20.99	60	13.17	4	143.96	1
2	Imel, Pam (O)	26.12		26.46	171	118.42	2	21.29		16.96	60	21.75	1	140.17	2
3	Hanna, John (O)	25.47	-10	25.37	176	115.16	3	23.48		20.18	60	16.34	2	131.50	3
4	Popadyn, Nick (O)	33.20		28.80	176	114.00	4	25.76		22.99	60	11.25	5	125.25	4
5	Bohn, Matt (O)	25.91		24.28	156	105.81	6	24.23		21.80	60	13.97	3	119.78	5
6	Dye, Heather (O)	27.29		26.32	158	104.39	7	26.93		26.70	60	6.37	7	110.76	6
7	Rigano, Charley (O)	30.11		21.71	163	111.18	5	29.55		30.87	60	(0.42)	10	110.76	6
8	Heath, Frank (O)	29.95		28.51	160	101.54	8	26.29		29.05	60	4.66	8	106.20	8
9	Simpson, Wayne (O)	24.02		24.56	137	88.42	11	27.40		25.87	60	6.73	6	95.15	9
10	Pettitt, Bob (O)	36.58		34.75	160	88.67	9	24.13		32.28	60	3.59	9	92.26	10
11	Bayot, Tony (O)	33.19		28.29	150	88.52	10	36.99		37.66	60	(14.65)	11	73.87	11
12	Stephens, Rob (O)	41.18		49.95	160	68.87	12	42.25		36.69	60	(18.94)	12	49.93	12
13															
14															
15															
16															
17															
18															
19															
20															

SKILL CODES

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

Scoring = Accuracy - Time

(O) Optics

(L) Laser

® Revolver

© Carbine

* only specified if not universal

Spring 2025 T3 League as of 25/26 Feb (Week 3) Rimfire Class

SHOOTER		STAGE 1		CODES:				STAGE 2		CODES:				MATCH	
---------	--	---------	--	--------	--	--	--	---------	--	--------	--	--	--	-------	--

