

Summer 2 2025 T3 League as of 10/11 June (Week 1) Masters Class

[illegible]

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	G	One-handed Shooting (weak)	K	Reloading	O	Draw From Holster
D	Relative Positions	H	Low Light	L	Long Distance	P	Reactionary Targets
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Scoring = Accuracy - Time

(O) Optics Optic sights

(L) Laser

® Revolver

© Carbine

* only specified if not universal

Summer 2 2025 T3 League as of 10/11 June (Week 1) Pistol Caliber Carbine Class

[illegible]

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	G	One-handed 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 Optic sights

(L) Laser

® Revolver

© Carbine

* only specified if not universal

Summer 2 2025 T3 League as of 10/11 June (Week 1) Optics Class

[illegible]

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	G	One-handed 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 Optic sights

(L) Laser

® Revolver

© Carbine

* only specified if not universal

Summer 2 2025 T3 League as of 10/11 June (Week 1) Optics Master Class

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