



## PLR – Precision Long Range

Seasons will run from January 1<sup>st</sup> until June 15<sup>th</sup>, and June 16<sup>th</sup> until December 15<sup>th</sup> with payout within 2 weeks of the end of season or 2 weeks after receiving a W-9 from winner receiving \$600 or more. To participate in the leagues with the split the pot payouts, you must be registered with Targets USA as a shooter and pay the \$25 per year membership fee. This membership can be bought on our website at [www.targetsusa.com](http://www.targetsusa.com) and a member number will be emailed to you within a few days. Hosting club must be registered with Targets USA and have Targets USA targets, there is no registration fee for the clubs. A Targets USA banner must be displayed at all events associated to the leagues. Clubs need to notify Targets USA when they are planning to host an event and we will be working with PractiScore for keeping the scores and collecting the fees. There is a \$5 per match entry fee, per shooter for most divisions and matches. \$3 of this goes into the nationwide split the pot fund. Beginner divisions will only be a \$3 per match entry fee, per shooter. \$1 of this will go towards prizes for the beginner division. And the other \$2 from each entry goes to Targets USA to help fund further match development and marketing expenses. [See general league rules for pay out details.](#)

The targets must be located and engaged upon with at least 1 shot per target in the order listed on the stage description and shooters must notify the judges when they are going to transition to the next targets. Hits are not required on each target to move to the next one. The shooter has the option to have their own spotter in addition to the judges for the sole purpose of helping to call missed shots. Range will be open viewing prior to and during the match so that the shooter setting out the targets are able to participate in the stages or match.

There will be 2 judges on spotting scopes to call hits. Only 1 of the 2 judges need to call out the hit, but either or both can to make sure the shooter knows they got the hit. Judges are not to coach the shooter in anyway.

Shoot all the things in under 3 minutes, or the time set on the stage description  
Max of 2 hits per target on 10-point targets and 1 hit on 20-point targets.  
Targets range between 400 & 1000 yards  
Target size, distance and basic location orientation will be on stage description  
100 points possible per stage

Targets:

4 targets that are 2 MOA or larger worth 10 points per hit for 80 possible points  
1 target that is roughly 1 MOA worth 20 points



#### Rifle regulations:

- Must be a bolt action rifle???
- No lead sleds
- No rear mono pods
- No mechanical rear support devices
- Bipods and bags are ok

Standard shooting position is prone or bench unless mentioned in stage description.

#### Ammo limitations:

- Must be less than 3200 feet per second muzzle velocity and cannot attract a magnet.
- No Tracers
- No API
- No steel core or any projectiles that attract a magnet

Scores are always based on a hit factor with 100 points possible per stage. All stages will be timed to be able to calculate the hit factor. Hit factor is points / time and we will times that by 100 to move the decimal point over 2 spaces so all the scores will be a whole number with decimal places. The scores for each shooter will averaged by the number of match entries in each league or series. No handy caps based on the top shooter being 100 points. Scores will be carried out the second decimal place and rounded up based on the 3<sup>rd</sup> decimal place. If need be at the end of a league, we will recalculate to a farther decimal place to split ties for placement.

Scoring Example: If someone shot a score of 97 points in 35 seconds their score would be:  
 $97 / 35 = 2.77 \text{ HF} \times 100 = 277.14 \text{ score}$

If someone shot a score of 97 points in 60 seconds their score would be:  
 $97 / 60 = 1.62 \text{ HF} \times 100 = 161.67 \text{ score}$

Depending on how many **ELIGIBLE** shooters end up in each division or shooting each stage, will determine how many groups the total number of shooters are divided in to. This is to try and divide the shooter by skill level like grand master, master, A, B, etc., class shooters. Like a modified Lewis Class. The groups will be divided as evenly as possible with any extras going in to the top group. For example, if there are 125 shooters, the bottom group would have 62 shooters in it and the top would have 63. The split the pots funds will be broken up in an increasing percentage to the higher placing group of shooters. For example, if there are 2 groups of shooters that roughly split 50/50 as describe above, the top 20 shooters in the part of the group at the top of the list will receive a split from 60% of the funds, and the top 20 shooters from the other group will receive a split from 40% of the funds.



Shooters	Groups	% Starting with top group	Number of \$ Winners
501+	5	30 / 25 / 20 / 15 / 10	100
401-500	4	35 / 29 / 23 / 13	80
301-400	3	45 / 35 / 20	60
101-200	2	60 / 40	40
100 or less	1	100	20

This break down and payout structure is to try and reward the shooter that have put the time in to get good at what they do, and to give the other shooters something to strive for, with still having a chance to win along the way. We have put a lot of thought in to this and hope that everyone can agree with the structure. This is the structure we will run for at least the first league season, but we are open to other ideas and input. We will have payout examples available on the website.

Checks for payouts are only good for 90 days from the date they are printed for accounting purposes and will go into the general league management fund after the 90-day period, unless communication about a delay has been in process before the 90 days is up.

Any participant that is to receive a payout of more than \$600 will have send a W-9 form to Targets USA before we will be able to send out the check. PER IRS.