Long Range Rifle League

$50.00 Entry fee

Any rifle eligible

2 Warm up shots at 300 yards only, allowed

5 Shots for score

Must hit steel at each distance before moving to next

300 yard = 1 point (8” hanging steel)

392 yard = 2 points (10” steel)

620 yard = 3 points (10” steel)

800 yard = 4 points (16” steel)

1000 yard = 5 points (16” steel)

Shooter can put remaining rounds on any target that they have already hit “Gaming”

May take one re-shoot per month at $25.00 per re-shoot, may keep either score

May only shoot for score and re-shoot once per month

Re-shoot must be shot in the month as the original shoot for score

Winner will be decided by “Shoot Off”

Shooters must be within 5 points of leader to qualify for shoot off

League dates are: If shooters does not shoot on these dates they will receive “0 points”

 Spring Fall

April 1 thru May 7 Oct 1 thru Nov 7

May 1 thru June 7 Nov 1 thru Dec 7

June 1 thru July 7 Dec 1 thru Jan 7

Rifle “Shoot Off”

All qualified shooters must be at and shoot the “Shoot Off” together

15 (16) Shots maximum, no warm up shots

Distances will be 600 yards, 800 yards & 1000 yards

Shooting position is optional

All shooters will cut a deck on cards for shooting order, high card will decide if it will be in ascending or descending order for shooting

Must hit at 600 yards before moving to 800 yards, must hit at 800 yards before moving to 1000 yards

The lowest round count to hit at 1000 yard is the winner

If there is a tie then it will default to the lowest round count to hit at 800 yards

If there is a tie then it will default to the lowest round count to hit at 600 yards

If there is a tie, a cardboard target stand with a 3” green dot will be placed at 800 yards. Shooters will shoot a 16th round at dot. Winner will be the closest shot to the center of the dot

Long Range Carbine League

$50.00 Entry fee

Any rifle with a barrel of less than 20”, 223/5.56, 300 BO, 7.62x39, PCC or 30-30 only

Any shooting position

2 Warm up shots at 300 yards only, allowed

6 Shots for score and 2 additional shots if opting for the “KYL”

Must hit steel twice at each distance before moving to next

300 yard = 1 point per hit (8” hanging steel)

392 yard = 2 points per hit (10” steel)\*

\*May engage the 392 yard steel with 2 remaining shots or

\*May engage “KYL” instead of 620 yard steel after hitting twice at 392 yards

6” = 4 points, 5” = 6 points, 4” = 8 points, 3” = 10 points

A miss on the “KYL” erases all points earned on KYL only

“Know Your Limit” (KYL) target will be at 392 yards

620 yard = 3 points per hit (10” steel)

May take one re-shoot per month at $25.00 per re-shoot, may keep ether score

May only shoot for score and re-shoot once per month

Re-shoot must be shot in the month as the original shoot for score

Winner will be decided by “Shoot Off”

Shooters must be within 5 points of leader to qualify for shoot off

League dates are: If shooters does not shoot on these dates they will receive “0 points”

 Spring Fall

April 1 thru May 7 Oct 1 thru Nov 7

May 1 thru June 7 Nov 1 thru Dec 7

June 1 thru July 7 Dec 1 thru Jan 7

Carbine “Shoot Off”

All qualified shooters must be at and shoot the “Shoot Off” together

10 Shots maximum, no warm up shots

Distances will be 300 yards, 392 yards “KYL”

Shooting position is optional

All shooters will cut a deck on cards for shooting order, high card will decide if it will be in ascending or descending order for shooting

Must hit twice at 300 yards before moving to “KYL”
“KYL” points are 6” = 4 points, 5” = 6 points, 4” = 8 points, 3” = 10 points

The highest score is the winner

If there is a tie, a cardboard target stand with a 3” green dot will be placed at 392 yards. Shooters will shoot at dot. Winner will be the closest shot to the center of the dot

Long Range Pistol League

$35.00 Entry fee

Any centerfire pistol or revolver is eligible, with or without optics

Target is humanoid range target

2 shots at 3 yards weak hand

2 shots at 7 yards strong hand

2 shots at 15 yards free style

2 shots at 25 yards free style

2 shots at 50 yards free style

Shooters must be standing unsupported

May take one re-shoot per month at $15.00 per re-shoot, may keep ether score

May only shoot for score and re-shoot once per month

Re-shoot must be shot in the month as the original shoot for score

Winner will be decided by “Score”

If there is a tie the winner will be decided by a “Shoot Off”

Shooters must be within 5 points of leader to qualify for shoot off

League dates are: If shooters does not shoot on these dates they will receive “0 points”

 Spring Fall

April 1 thru May 7 Oct 1 thru Nov 7

May 1 thru June 7 Nov 1 thru Dec 7

June 1 thru July 7 Dec 1 thru Jan 7

Pistol “Shoot Off”

All qualified shooters must be at and shoot the “Shoot Off” together

1 Shot maximum, no warm up shots

Distances will be 25 yards

Shooting position is optional

All shooters will cut a deck on cards for shooting order, high card will decide if it will be in ascending or descending order for shooting

A cardboard target stand with a 3” green dot will be placed at 25 yards. Shooters will shoot at dot. Winner will be the closest shot to the center of the dot

***REPUBLIC SHOOTING***

***LONG RANGE LEAGUE***

**The purpose is to help shooters to develop skills in determining elevation and windage adjustments and holds on an independent level, no one outside the shooter may give elevation or wind calls or confirmation**