

Advancing to the Elite Shooter Level:

Shooters move up the Shooter Levels to the Elite Shooter Level in the following ways:

- Every 5 submitted games move you up a level:

- Level 1 Shooter = 0 submitted games
- Level 2 Shooter = 5 submitted games
- Level 3 Shooter = 10 submitted games (players see rankings after 10 submitted games)
- Level 4 Shooter = 15 submitted games
- Level 5 Shooter = 20 submitted games
- Level 6 Shooter = 25 submitted games
- Level 7 Shooter = 30 submitted games
- Level 8 Shooter = 35 submitted games
- Level 9 Shooter = 40 submitted games
- Level 10 Shooter = 45 submitted games
- Elite Level Shooter = 50 submitted games

- Shooters enter the World Ranking, Age Group, National, State City, and after attaining the Elite Level Shooter Status.

- After attaining Elite Level Shooter status a player will go "Inactive" after 14 consecutive days of not playing a game and submitting a score. When a player goes "Inactive" they:

- No longer show up in any rankings.
- Will stay "inactive" until they play a game and submit a score.
- Once they play a game and submit a score they are reactivated with the same Shooter Score and are ranked accordingly.

Elite Level Shooter Competitions

- Once a player has reached the Elite Shooter Level he/she becomes eligible to compete for Daily Prize Points.

- Champion of the Day

To win Champion of the Day and Daily Prize Points:

- "Champion of the Day" competitions run from midnight to midnight Central Standard Time.
- Must win a minimum of three games during the day.
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 - The three wins must take place within the 24 hour time frame.
 - If a game is started one day and finished next day the win counts in the day it was confirmed a final score.
- Top three scores from your wins are totaled and submitted to the "Champion of the Day" Contest.
 - Tie breaker – next highest score from games won during the day (if you play more and win more you have a better chance of winning the tie-breaker).

- Elite Level Groups (of 100 or more) are finalized at midnight of each day to determine top 3 place finishers for the “Champions of the Day” Contest in each Elite Level Group.
- Top 3 “Champions of the Day” in the “Championship Flight” win Daily Prize Money Points in the following way:
 - Champion of the Day = 100 points
 - 2nd Place for the Day = 90 points
 - 3rd Place for the Day = 80 points
- Top 3 “Champions of the Day” in the “1 st Flight” win Daily Prize Money Points in the following way:
 - 1 st Flight Champion of the Day = 70 points
 - 1 st Flight - 2 nd Place for the Day = 60 points
 - 1 st Flight - 3 rd Place for the Day = 50 points
- Top 3 “Champions of the Day” in the “2 nd Flight” win Daily Prize Money Points in the following way:
 - 2nd Flight Champion of the Day = 40 points
 - 2nd Flight - 2 nd Place for the Day = 30 points
 - 2nd Flight - 3 rd Place for the Day = 20 points
- Top 3 “Champions of the Day” in the “3 rd Flight” and all remaining “Flights” win Daily Prize Money Points in the following way:
 - 3rd Flight Champion of the Day = 10 points
 - 3rd Flight - 2 nd Place for the Day = 7 points
 - 3rd Flight - 3 rd Place for the Day = 5 points

- Elite Shooters can move up to the next group of (100 or more) shooters by improving their Shooter Score and knocking another Elite Shooter down in the Shooter Score rankings.

- The top 10 ranked Shooters in the world (based on Shooter Score calculated at midnight on December 31, 2015) and top 10 Prize Money Points Winners (based on Prize Money earned by midnight on December 31, 2015) will earn a year-end bonus prize.

Shooter Score Calculation

Elite level players are ranked by composite Shooter Score which is calculated by compiling the player’s data on the following categories (weighting system off of 0.0 for Shooter Score):

- Shooter Score Calculation (based off of last 100 submitted and completed games):
 - 1 vs. 1 wins/losses
 - Win vs. Strength of Opponent equal to or greater than you moves you +2.
 - Win vs. Strength of Opponent less than you moves you +1.
 - Loss vs. Strength of Opponent equal to or greater than you moves you -1.
 - Loss vs. Strength of Opponent less than you moves you -2.
 - Tie game:
 - No points for win or loss

- Only include the shooting percentage and consecutive shot numbers.
 - Give them a free game
- Shooting percentage of game = whatever shooting percentage was.
- Every time a shooter makes consecutive shots greater than 10:
 - 11 consecutive shots made shooter moves +.5
 - 12 consecutive shots made shooter moves +.6
 - 13 consecutive shots made shooter moves +.7
 - 14 consecutive shots made shooter moves +.8
 - 15 consecutive shots made shooter moves +.9
 - 16 or more consecutive shots made shooter moves +1
- After not submitting a game for (14) consecutive days shooter goes “Inactive” until shooter plays again. When a player goes “Inactive” they:
 - No longer show up in any rankings.
 - Will stay “Inactive” until they play a game and submit a score.
 - Once they play a game and submit a score they are reactivated with the same Shooter Score and are ranked accordingly.