

Wednesday Evening

All Handicap Rules

Shooting

The first night will be shot from the 22-yard line and the number of birds broke by the top five scores will determine the teams average for the following week. The **first night will** count towards scoring. After the first night, the team average will be adjusted each week from the accumulative avg of the top 5 scores.

The targets may be adjusted for height before the first round has been shot. Once that round has started, you may not adjust the clay targets afterwards.

After the first round the teams **will move** to the opposing traps and shoot their second round, the clay birds may not be adjusted for the second round.

Number of Participants

Minimum of 3 shooters per evening for the team score to register for team points for that evening. Teams will be allowed to use 2 ghost men. Scores for ghost men will be 15 birds per ghost man, per round.

If a team has less than 3 shooters, the shooters can still shoot for individual scores, but no team points will be awarded.

Maximum of 7 shooters will be allowed for scoring and the top 5 scores will be recorded. If a team has 8 shooters, one shooter must be designated as a practice shooter before the team shoots. The practice shooter's score will not count towards any team scoring.

Substitute shooters need to have shot on the team no later than the **7th week** of the league. Any shooters added afterwards, their scores will be dismissed.

Shooters may only shoot with one team on Wednesday evening league.

Scoring

Scoring is based on 1 point per post, plus 1 point for total, for each round of handicap. Then 1 more point is awarded to the team with the highest combined totals. There are a total of 10 post scored (5 points for round one and 5 points for round two) plus 3 points for totals for a grand total of 13 possible points. If the opposing teams tie on a post, they will both receive $\frac{1}{2}$ point. Please take note that the top 5 scores for the first round may not be the same top 5 for the second round. The grand total is figured by adding the top 5 scores from both the first round and the second round.

Byes and Forfeits

Any team that has a bye will shoot against their average. To win a point they must surpass their average for each post. All teams shooting byes will at a minimum receive **6 $\frac{1}{2}$ points**.

If a team forfeits, then the forfeiting team will receive 0 points. The opposing team will shoot against their opposing teams average and will at a minimum receive **6 $\frac{1}{2}$ points**.

Shooting ahead

Teams must give a weeks' notice to shoot ahead, and the opposing team must agree to allow the team to shoot ahead, or they have the option to shoot ahead as well.

Fees

Team sponsorship fees- \$ 75 dollars

Lewis fee----- \$5 dollars

