



All Handicap League Rules

Shooting

The first night will be shot from the **22-yard line** and the number of birds broken by the **top five scores** will determine the team average for the following week. The first night will count toward scoring.

After the first night, team handicaps will be adjusted weekly based on the team's **cumulative average**.

<u>Average</u>	<u>Yard line</u>
Under 74%	18
74.0% - 74.9%	19
75.0% - 77.9%	20
78.0% - 79.9%	21
80.0% - 80.9%	22
81.0% - 81.9%	23
82.0% - 82.9%	24
83.0% - 83.9%	25
84.0% - 84.9%	26
Over 85%	27

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

Number of Participants

For a team to register points, a minimum of **three shooters** is required. Teams will be allowed to use **up to two ghost men**. Scores for ghost men will be **15 birds per ghost man, per round**.

If a team has fewer than three shooters, shooters may still shoot for individual scores, but **no team points will be awarded**.

A maximum of **seven shooters** may be used for scoring, with the **top five scores** recorded. If a team has **eight shooters**, one must be designated as a **practice shooter** before shooting begins. Practice shooter scores do not count toward team scoring.

Substitute shooters must have shot with the team **no later than the 7th week** of the league. Shooters added after that point will have their scores dismissed.

Shooters may only shoot with **one team** on the league.

Scoring

For each round, teams compete for **one point per post** and **one point for the round total**, with an **additional point awarded to the team with the highest combined total** across both rounds. This results in **10 post points** (five per round) and **3 total points**, for a **maximum of 13 points**.

If the teams tie on a post, each team is awarded **½ point**. The team's **top five scores** are determined separately for each round. The grand total is calculated by adding the top five scores from both rounds.

Byes and Forfeits

Teams with a bye will shoot against their **cumulative average**. To earn a point, they must exceed their average for each post. Bye teams receive a minimum of **6½ points**.

If a team forfeits, the forfeiting team receives **0 points**. The opposing team shoots against the forfeiting team's cumulative average and receives a minimum of **6½ points**.

Shooting Ahead

Teams must provide **one week's notice** to shoot ahead, and the opposing team must agree. The opposing team may also choose to shoot ahead.

Fees

Team sponsorship fee: \$75

League fee: \$24

Lewis fee: \$5