



16/Handicap League Rules

Shooting

Shooters will shoot from the **16-yard line**, and the total number of birds broken by the **top five scores** will determine the team's handicap yardage for that evening. The handicap round will be shot from the corresponding yardage.

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, the shooters may still shoot for individual scores, but **no team points will be awarded**.

A maximum of **seven shooters** will be allowed for scoring, and the **top five scores** will be recorded. If a team has **eight shooters**, one shooter must be designated as a **practice shooter** before the team shoots. The practice shooter's score will not count toward team scoring.

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

Shooters may only shoot with **one team** on Tuesday evening 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

Any team that has a bye will shoot against its cumulative **average**. To win a point, the team must surpass its average for each post. All teams shooting a bye will receive a minimum of **6½ points**.

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

Shooting Ahead

Teams must give **one week's notice** to shoot ahead, and the opposing team must agree. The opposing team also has the option to shoot ahead.

Fees

Team sponsorship fee: \$75

League fee: \$24

Lewis fee: \$5