Fallon Bowmen Handicap League

How it works:

- 1). First 3 weeks will establish your handicap.
- 2). Handicap established on a sliding scale:

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Less than 260 = 90%, 261-270 = 85%, 271 and above = 80%
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- 3). Last three scores averaged, subtracted from 300, and multiplied by .80 will give you your handicap.
- 4). X's totaled each night add to your totaled handicapped score.
- 5). Total points over the 12 week period take 1st place.
- 6). You may miss a week of shooting; the week may be made up during the following weeks. The make-up scores will be noted on the whiteboard in the "Week Missing" slot and will be averaged at 80%. No matter your sliding handicap bracket.
- 7). League night shall consist of 10 ends of 3 arrows shot at the multi-color Vegas face, scoring 10 through 0 points, for a possible total of 300, 30X points, and 12 ends of 5 arrows shot at the NFAA blue face, scoring 5 through 0 points for a possible total of 300, 60X score.
- 8). At the beginning of scoring rounds, participants will start on the Vegas face.
- 9). All participants will start the scoring rounds at the same time.
- 10). Halfway through each target face round, the target will be moved to the lower bale. This will be announced and all participants should be on the same end of shooting.
- 11). Each archer shall be in a group of at least 3 people, one scoring arrows and two keeping score.
- 12). Arrows shall not be touched until they have been scored. Once all arrows are scored, they can be pulled.
- 13). Arrows that are questionable regarding placement in the target may be scrutinized by a second person in the group. If a general consensus cannot be determined, league coordinator, Larry Burchard, will make the final determination.
- 14). An arrow that is nocked and becomes disconnected from the string, shall be scored unless that arrow is within the archer's one stride from the shooting line.

- 15). Scores must be totaled on both cards, and scores must match for archer's scores to be entered onto league scoreboard.
- 16). League fees are \$20.00 for the season.
- 17). Winners bracket will pay 3 places. First place 60%, second place 30% and third place 10% of total fees collected from participants.

18). HAVE FUN AND SHOOT STRAIGHT!

Formula: Last three scores divided by 3 = Average

300 minus average = Differential

Differential multiplied by .80 = Handicap

or

.85

or

.90