

NOTE: With handicap score will not exceed 24

The first 5 scores with handicap will count for the team competition.

NOTE: SHOOTERS HAVE 1 WEEK TO CORRECT ANY SCORING ERRORS ON WEEKLY PRINTOUTS.

CUMMINS LEAGUE "2018" *TRAP & SKEET*

1. **Handicap:** The league will shoot the first round with no handicap. These rounds will be used to determine each individual handicap. Handicap is figured by subtracting the shooters average from 24. This difference is then multiplied by 70%. No score with handicap will exceed 24..
2. **Blind Scores, Shoot Aheads & Subs:** The blind score for an absent shooter will be 15 with no handicap. Shooters may shoot ahead. Late Scores will not count toward Team Scores but will for individual score average.
3. **League Schedule:** The league will last 12 weeks, 6 weeks of 2 rounds each week. The first 6 weeks of Trap followed by 6 weeks of Skeet. The schedule will be divided into two 6 week halves, Teams tied at the end of either half will have a shoot-off on Monday, August 13th, Notification of shootoffs will be given within the two days following last week completed.
4. **Team Standings:** Team standings will be determined by two points for a win & one point for a tie. Team Standings, Individual Averages and Handicaps will be posted after every league night.
5. **Awards:** Individual awards will be given to High Overall, High Trap and High Skeet Averages. Team Trophies for the top placing teams of skeet and trap.

ALL LEAGUE ROUNDS MUST BE SHOT IN LEAGUE BOOKS
PRACTICE ROUNDS ON PRACTICE SHEETS