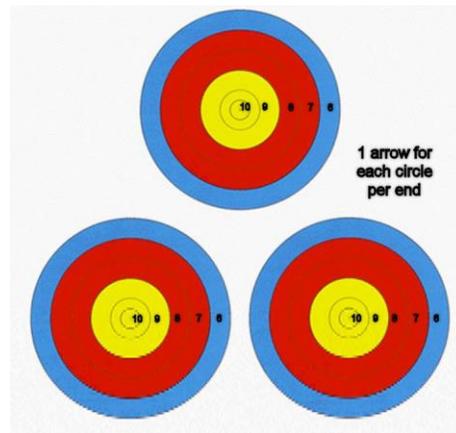
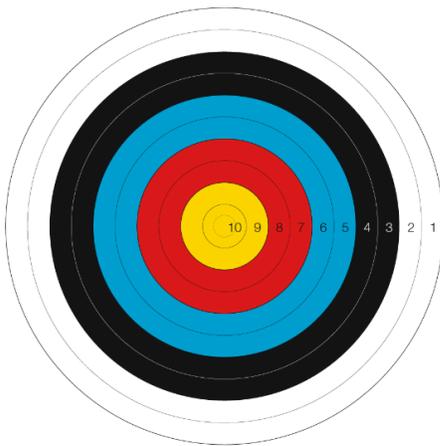


# TAP 12 Week 300 Fall Handicap League

## Adult Individual, Youth Individual and MYSTERY Adult/Youth Team (September 1, 2019 – November 17, 2019)

### Rules and League Format

- All are welcomed to participate ages 8 through adult. Youth are 8 to 17 years old. Adult is 18 and older. If your 18<sup>th</sup> birthday will occur during this league and you will be 18 upon finishing this league, you must enter as an adult.
- All bow types are allowed for this league except crossbow
- Rental Equipment is basic recurve or basic compound and can be rented at an additional cost
- This is a total 12-week league beginning with 3 qualifying weeks (Q1, Q2, Q3) followed by 9 additional league weeks (W1 through W9)
- This league will be an open league allowing men, and women, and youth to participate
- Target distance will be at 20 yards
- 300 Round consists of 10 ends of 3 arrows
- Use of either FITA 10 ring 40cm Single Spot or 3 Spot 40cm target face is permissible and scored as outlined
- Each archer is afforded 2 practice ends before scoring on the League Scorecard
- All holes should be marked once arrows are scored and pulled from target face. Each face is allowed no more than 36 holes. Any more than 36 holes will result in highest scores on that face being eliminated from score for each additional hole.
- Scoring is shown below



- Any shot outside of the Blue rings on the 3 spot face or outside the 1 ring on a 10 ring face is worth 0 points for that arrow and must be scored as "M"
- COMPOUND bows will ONLY score a 10 in the INNER 10X Ring. The Outer 10 ring will be scored as a 9.
- RECURVE bows will score a 10 in the INNER 10X Ring AND OUTER 10 Ring.
- An arrow scored in the X ring will be shown as "X" on the scorecard and valued at 10 points when compiling end totals and running totals. A score shown as a 10 will be used as a 10 when figuring tie-breakers and NOT an X regardless of the entry in the X's column of the scorecard.
- TAP has two target rows per shooting lane Upper and Lower. **If starting on Lower row, you must change to Upper row after scoring your 5<sup>th</sup> end. Same goes for starting in Upper row. After scoring the 5<sup>th</sup> end you must switch to Lower row. NO PRACTICE ENDS ALLOWED AFTER THE SWITCH.**
- Scorecards must be legible with archers' name and date and signed upon turning in, along with signing and dating your target face
- Shooters will be allowed to miss one week and afforded the chance to make up the missed week but must also shoot that week's score. For example, if you miss Week 3, you can make up Week 3 in Week 4, but you must also shoot Week 4 by the end of Week 4 or Week 3 will be considered missed and you will receive 0 points for Week 3. **No Exceptions.**
- All participants must shoot their league score during normal business hours which are 7 days a week between 10am and 9pm. With exception of any planned closings / major holidays that The Archery Place will be closed.
- All shooters must submit their scorecard AND target together for score verification.
- **CHEATING IS FORBIDDEN.** Anyone reported, investigated, and reviewed by video surveillance who is caught and proven as cheating will immediately be eliminated. No refunds of fees will be provided, and you may be subjected to criminal charges and prosecution.

### **INDIVIDUAL AVERAGE & HANDICAP**

- Handicap and average will be assessed after Q2 and is based on 80% of 300
- Average Score is calculated using 2 weeks (current week and previous week). For Q1-Q2, Average of these 2 scores is used to determine handicap starting for W1. For W1, Handicap will be based from Q1-Q2. For W1 and continuing, average will be current plus previous week. W1 average uses W1 & Q2, W2 will use W2 & W1, and so on.
- The formula used to determine handicap will be  $(300 - (Wx)_{avg}) \times 0.8$ , so handicap and average will change depending on what is shot from one week to the next, and it is possible for a shooter to obtain a score plus handicap in excess of 300 points.
- Full statistics will be updated and posted online at [www.tapintoarchery.com/events/leagues](http://www.tapintoarchery.com/events/leagues).

### **TIE BREAKERS**

- Should two or more individuals end W8 with identical Handicap scores, a running total of combined X's between W1 and W8 will be used to determine tie-breakers.
- Should total accumulated X's still result in a tie amongst individuals, scorecards from W8 will be used to backtrack individual scores. The first individual to miss an X beginning with W8's scorecard and starting with End 10 3<sup>rd</sup> shot and working backwards (i.e, End 10 3<sup>rd</sup> shot, 2<sup>nd</sup> shot, 1<sup>st</sup> shot, then End 9 3<sup>rd</sup> shot, 2<sup>nd</sup> shot, 1<sup>st</sup> shot, and so on) will result in that individual being eliminated as the overall winner. If a perfect tie still exists, W7's scorecards will be reviewed and so on until the first individual to miss an X is eliminated from winning.
- This format will be used for tiebreakers for 1<sup>st</sup> place, 2<sup>nd</sup> place, and 3<sup>rd</sup> place or as applicable depending on entries.

### **PRIZES**

- Prizes will be awarded based on number of entrants. The more entrants there are, the more prize tiers will be awarded. Prize awards will be communicated in more detail once the league begins and all entrants have begun scoring.

### **COST**

- Sign up at THE ARCHERY PLACE or by the link on the [www.tapintoarchery.com](http://www.tapintoarchery.com) website under Events> TAP Leagues. Call 844-910-6100 for sign up or more information.
- Cost is \$5 registration fee and \$15 each week for this league and includes target face, range fee, and scorecard
- additional target faces will be an additional charge. If using more than one target face, BOTH have to be turned in.
- Rental equipment fees are NOT included
- Range Pass Members and Punch Cards are allowed to be used ONLY towards range fee for this league.
- League fee is not covered by any discounts, coupons, any other offers, or club affiliation where fees are paid, and cannot be combined with any other discounts, coupons, or offers.

### **TEAM AVERAGE & HANDICAP**

- Team average and handicap will be calculated the same as the Individual average and handicap with exception of adding both team scores together to figure Team average and using the same 80% calculation to figure Team Handicap
- Winning team(s) will be based on running performance leading up to W8 with final placing being the Team(s) that have the highest W8 TEAM SCORE PLUS W7 HANDICAP added.

### **TEAM SELECTION**

- After league registration, a Team of 2 can be created voluntarily prior to commencing Week1 Scoring by notifying the league coordinator or emailing [shoots@tapintoarchery.com](mailto:shoots@tapintoarchery.com)
- Teams will ONLY be comprised of 1 adult and 1 youth participant.
- **You DO NOT need permission** to enter into a team with another participant.
- Team names will be used in lieu of participant names.
- There are no limits to team entries between adults and youth. 1 adult can enter with as many youth as they wish, however, each team will require a one- time \$20 entry. The same goes for Youth wanting to create a team with as many different adults as they wish. Again, each team will be a one-time \$20 entry.
- (IF Applicable) Team selection will begin after Q2 scores are submitted
- (IF Applicable) Two people will be matched based on highest and lowest scores in the qualifying weeks. The highest scoring entrant will be paired with the lowest scoring entrant. The Second highest scoring entrant will be paired with the Second lowest scoring entrant, Third highest to Third lowest, and so on until all entrants are paired. Doing so creates a balanced roster of participants and levels the field for any team to succeed and have a chance at placing in the league.

### **TEAM COST**

- An Additional 1-time Team fee will be \$20 per team for anyone wishing to combine talents to create a team. Team competition will be allowed if two or more teams are created.