

TAP 13 Week 300 Winter Handicap League

Adult Individual - Youth Individual

(December 1, 2019 – February 29, 2020)

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 18th 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 13-week league beginning with 3 qualifying weeks (Q1, Q2, Q3) followed by 10 additional league weeks (W1 through W10)
- 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 12 ends of 5 arrows (60 arrows total per scorecard)
- Use of either NFAA 5 ring 40cm Single Spot or NFAA 5 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 70 holes. Any more than 70 holes will result in highest scores on that face being eliminated from score for each additional hole.
- If using a 5 spot target, YOU MUST shoot one arrow for each spot each end. 2 Arrows in a spot will result in the highest scoring arrow being disqualified and you must take a M (miss) for that arrow. For example, you shoot 4 arrows and each one is in the white ring for 5 points each. So far you have accumulated 20 points. Your remaining 5th arrow you shoot into a spot that you already shot an arrow in and it's in the blue ring. For THAT spot, your 5 point arrow is eliminated from scoring and is considered a M (miss) and you must score that spot as a 4 for a total of 19 points for that end.
- Scoring is shown below



- Any shot outside of the Blue rings on the 5 spot face or outside the 1 ring on a 5 ring face is worth 0 points for that arrow and must be scored as "M"
- An arrow scored in the X ring will be shown as "X" on the scorecard and valued at 5 points when compiling end totals and running totals. A score shown as a 5 will be used as a 5 when figuring tie-breakers and NOT an X regardless of the entry in the X's column of the scorecard.
- **OUTSIDE – IN Rules apply.** That means if there is no same ring color between your arrow and the line of the next highest scoring ring, you receive the next highest point.
- 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 6th end. Same goes for starting in Upper row. After scoring the 6th 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. SIGN YOUR TARGET with Date and Score.
- **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.

JUDGING

If you have any question about an arrow, do not touch it and find the TAP League Coordinator to judge your arrow. When calling over the Coordinator to judge your arrow, you will accept the judgement as stated with no argument and no question. The Coordinator will view the arrow from a minimum of 2 angles before making a final determination. The Coordinator can use additional resources as needed and use as much time as reasonably required to make a final determination. If the Coordinator may or may not be a certified archery judge, a certified archery judge can be asked to judge your arrow if a certified judge is available.

Kevin Helwig (TAP Managing Member) is a certified archery judge and is Head League Coordinator, however, Kevin can designate a TAP staff member or other archery instructor / coach to perform judging as necessary. Judging may also be done through such designee by photo if necessary. Should Kevin not be on location and is reachable by phone, acting league designee can send photos to Kevin for judging by remote ability.

INDIVIDUAL AVERAGE & HANDICAP

- Average will be assessed after Q3 and is based on 80% of 300
- Average Score is calculated using 3 weeks with Highest Score and Lowest score of 5 weeks being eliminated and remaining 3 weeks as average. This will be ongoing pattern week to week.
For Q1-Q3, Average of these 3 scores is used to determine handicap starting for W1. For W2, Handicap will be based from Q1-Q3+W1. W2 average uses Q1,Q2,Q3,W1,W2 with the highest score dropped and lowest score dropped then averaging the remaining 3 weeks of those 5. This will be ongoing. Starting with W3, the Q1 score will be eliminated from running average, and so forth each week thereafter.
- 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.

TIE BREAKERS

- Should two or more individuals end W10 with identical Handicap scores, a running total of combined X's between Q1 and W10 will be used to determine tie-breakers.
- Should total accumulated X's still result in a tie amongst individuals, scorecards from W10 will be used to backtrack individual scores. The first individual to miss an X beginning with W10's scorecard and starting with End 12 5th shot and working backwards (i.e, End 12 4th shot, 3rd shot, 2nd shot, 1st shot, then End 11 5th shot, 4th shot, 3rd shot, 2nd shot, 1st shot, and so on) will result in that individual being eliminated as the overall winner. If a perfect tie still exists, W9'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 1st place, 2nd place, and 3rd 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 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 (If applicable)

- 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 the ending week's score with final placing being the Team(s) that have the highest ending week's TEAM SCORE plus previous week HANDICAP added.

TEAM SELECTION (if applicable)

- 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
- 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.
- (IF Applicable) Team selection will begin after Q3 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

- 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. No additional fees will apply to enter a team option.