WMAC WINTER SPOT LEAGUE – HANDICAP

January 2, 2024 to March 19, 2024

Tuesdays 6:30pm - 8:30pm

Cost: \$50 for members; \$80 for non-members

General:

- 1. League will be every Tuesday for 12 weeks.
- 2. This will be a handicap league. Handicap will be rolling, calculated as 80% of missed points in best 2 of the last 3 rounds.
- 3. The first two weeks are used to build the archer's handicap with no points decided.
- 4. The first two weeks scores are also recorded as the archer's banked scores and will be used if the archer misses an evening with no make-up score submitted.
- 5. Make-up score must be shot and turned in the week prior to using it.
- 6. If no bank score is in the system and no make-up score is shot then the score used will be the archer's average less 3 points per game.
- 7. Up to two make up ends may be shot at halftime.
- 8. Any changes to the rules will be brought to the league shooters attention as soon as possible.

Shooting Format:

- 1. The league will use NFAA 300 / 60x round.
- 2. Archers have the choice of single spot target or 5 spot.
- 3. A round consists of 12 ends of five arrows each.
- 4. The timing system with video & audio will be used with four minutes per end.
- 5. Scoring shall be X-5-4-3-2-1 with the X adding as 5 points for a maximum score of 300.
- 6. Max arrow diameter 27/64 inch.

Points:

Competition will be arranged as head-to-head after the first two evenings. An archer has the potential to accumulate five total points on any given evening. Points will be assigned as follows:

- One point for winning a game (four ends), three points possible.
- One point for winning the full match, one point possible.
- One point for attendance.

The point will be split in the case of a tie. If both archers shoot 100 for a game or 300 for the round with handicap points included, the game or round is counted as a tie.

In the case of a tie in league points, total score shot shall be used as the tie breaker followed by X-count

Registration:

https://www.westmichiganarchery.com/leagues-and-open-shoot