

# CPF&G Club Rimfire Pistol League

## SCORING & HANDICAPS

**INDIVIDUAL HANDICAP = 290 minus the average of the shooter's aggregate raw scores to date.**

(Handicapped Scores exceeding 300 are disqualified from Team Scoring.)

*Example:*

At the end of Week #4, Shooter #1 (*let's call him "Al"*) has weekly aggregates of 200, 163, 208, & 242. Al's average would be  $(200+163+208+242) / 4 = 203$ , so his Handicap would be  $290 - 203 = 87$ .

In Week #5, if Al shoots a **158**, his Handicapped Score for that week would be  $158 + 87 = 245$ . His Average would now be  $(200+163+208+242+158) / 5 = 194$ , and his new Handicap would be **96**.

If, on the next week, Al scores a **237**, his Handicapped Score for that week would be  $237 + 96 = 333$ . That being greater than 300, it would be disqualified from Team Scoring.

Al's average would then be  $(200+163+208+242+158+237) / 6 = 201$ , and his Handicap for the next week's Team Scoring would be  $290 - 201 = 89$ .

### TEAM SCORES

Each week, two teams compete against each other.

i.e. WEEK 1: Team 1 ⇔ Team 2 and Team 3 ⇔ Team 4

WEEK 2: Team 1 ⇔ Team 3 and Team 2 ⇔ Team 4

WEEK 3: Team 1 ⇔ Team 4 and Team 2 ⇔ Team 3

and repeat...

The highest four Individual Handicapped Scores on a Team, not exceeding 300, are totaled and averaged for the Team Score for that week.

In order to make up for any missing team members, any team, having fewer than the number of shooters of the best represented team, shall have one or more "Mr Average" dummy shooters added to their team roster. The score of "Mr Average" shall be the season-to-date net average of the other members of that team.

The higher of the Team Scores in each matchup gets 1 point. If they tie, they each get 1 point.

The highest of the four Team Scores for the week gets an additional 2 points. In case of a tie, each team gets 1 additional point.

The number of points a Team has accrued during the season determines their placement.