

HOW LIGHT SPORT SHOT AVERAGES ARE DETERMINED

(Updated October 21, 2024)

INITIAL AVERAGE: First time bowlers, or former members who haven't bowled since 10/1/23, will be issued an average by taking their highest 2-year composite average minus 20 pins. New members must notify the LIGHT if they have been re-rated by another tournament the past 10 years, or if their current average is 10+ pins higher than their highest composite average from the past 2 years. New members that do not have a sanctioned league average the past 2 years, but are currently bowling in a league, may participate as long as they bring proof of their average and have a minimum of 21 games bowled in the league. Bowlers that cannot prove their actual average may still bowl at the discretion of the tournament director.

Minimum Average/Maximum Handicap for New Members: Male bowlers joining the LIGHT cannot receive more than 63 pins per game (140 average) in sport shot events. Female bowlers joining the LIGHT cannot receive more than 72 pins per game (130 average) in sport shot events. The maximum handicap rules apply to everyone in all events and not just for new bowlers.

DETERMINING A NEW BOWLER'S AVERAGE UNTIL THEY HAVE 12 ELIGIBLE GAMES & NEW BOWLER'S FINALS AVERAGE: All bowlers that have less than 12 eligible sport shot games will have their average determined by taking their incoming average minus 20 and multiplying the number by 12. Take that total and add the eligible games bowled and divide by the total # of games. This will be the new bowler's average for handicapping purposes until they have 12 eligible games in the club and for any finals they advance. This average cannot fall below the initial incoming average **minus 20 pins**. New members may not earn byes or the wildcard bonus until they have 12 eligible games registered.

ELIGIBLE GAMES: Games that are 30% or more below your tournament average, or any series less than 75% of your tournament average, will not count. Any games bowled in a sport shot event (singles or doubles) counts towards a bowler's average.

CURRENT MEMBERS WITH 12 OR MORE GAMES: Once a member has 12 eligible sport shot games, they will be handicapped based on the games bowled in sport shot events. Once you have 36 or more eligible sport shot games **your average is based on your last 36 eligible sport shot games you bowled**. All qualifying games, after you make the finals in a tournament, will not count when determining average. **NOTE: THE LIGHT NO LONGER ADJUSTS A BOWLER'S AVERAGE BASED ON CASHING PERCENTAGE.**

AVERAGE CONFIRMATION: It is the bowler's responsibility to know the average rules and make sure they have been issued a proper average for that day's event. If a bowler is issued an incorrect average, and it is discovered during competition, the average and handicap will be corrected for standings and all side action.

BONUS PINS: To keep a competitive balance in sport shot events, the LIGHT awards 1 bonus pin per game (extra handicap) when a bowler fails to cash.

1. You earn 1 bonus pin per game when you fail to make the finals and do not cash on an entry.
2. You can earn up to 2 bonus pins per event (when you re-enter & do not cash on either entry.)
3. If you advance, you will not earn bonus pins from your non-cashing squads in that event.
4. If you cash in a tournament (1 in 4) for your entry fee you will not lose bonus pins from that entry.
5. You lose 6 bonus pins when you advance & all of your bonus pins if you advance to Round 2.
6. The maximum number of bonus pins you can earn is 12 per game (36 total.)
7. Bonus pins are used in qualifying, not in finals or side action, not used or awarded in doubles events.
8. Bonus pins are "frozen" in events prior to a major. This means you earn bonus pins when not cashing but will not lose any bowlers pins for cashing or making the finals.