

# HOW LGBT HOUSE SHOT AVERAGES ARE DETERMINED

(Updated October 1, 2024)

**INITIAL AVERAGE:** First time bowlers will be issued an average by using their highest 2-year verifiable composite average. New members must notify the LGBT 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:** Male bowlers cannot receive more than 58 pins per game (155 average) in house shot events. Female bowlers cannot receive more than 67 pins per game (145 average) in house 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 house shot games will have their average determined by taking their incoming average 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 an LGBT house shot event (singles or doubles) count towards a bowler's average.

**CURRENT MEMBERS WITH 12 OR MORE GAMES:** Once a member has 12 eligible house shot games, they will be handicapped based on the games bowled in house shot events. Your average cannot drop more than 20 pins from your incoming average until you reach 36 eligible house shot games. Once you have 36 or more eligible house shot games **your average is based on your last 36 eligible house shot games you bowled**. All qualifying games, after you make the finals in a tournament, will not count when determining average. **NOTE: THE LGBT NO LONGER ADJUSTS A BOWLER'S AVERAGE BASED ON CASHING PERCENTAGE. THE NEW BONUS PIN PROGRAM WILL ALLOW BOWLERS NOT CASHING A FAIRER OPPORTUNITY TO COMPETE.**

**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 handicap house shot events, the LGBT awards bonus pins (extra handicap) when a bowler fails to cash.

1. If a bowler doesn't cash in a handicap division, in a 1 squad event, they earn 2 bonus pins per game.
2. If a bowler doesn't cash in a handicap division, in 2+ squad events, they earn 1 bonus pins per squad they don't cash.
3. The maximum # of bonus pins you can earn in a tournament is 2.
4. The maximum # of bonus pins a bowler can earn is 12 per game.
5. Bonus pins are not awarded or used in doubles tournaments or in the scratch division.
6. Once a bowler makes the finals, in multiple squad events, they cannot earn bonus pins for their non-cashing squads.
7. In 1 squad events, when a bowler cashes for a prize of \$151 or more, they lose half their bonus pins.
8. In 1 squad events, when a bowler cashes for a prize of more than \$249, they will lose all of their bonus pins.
9. In multiple squad events that have a final, a bowler will lose half of their bonus pins for advancing and all of their bonus pins if they advance to the second round.
10. 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.