

HOW LGBT MODIFIED HOUSE SHOT AVERAGES ARE DETERMINED

(Updated May 23, 2025)

INITIAL AVERAGE: First time bowlers will be issued an average by using their highest 2-year verifiable composite average minus 10 pins. New members must notify the LGBT if they have been re-rated by another tournament or if their current average is 10+ pins higher than their highest composite average. New members that do not have a sanctioned league average the past 2 years, but are currently bowling in a league, may participate but must bring proof of their average. Bowlers without an average can bowl at the discretion of the event director.

Minimum Average/Maximum Handicap: Male bowlers cannot receive more than 72 pins per game (150 average) in modified house shot events. Female bowlers cannot receive more than 81 pins per game (140 average) in modified house shot events. Maximum handicap rules apply to everyone & not just for new bowlers.

DETERMINING A NEW BOWLER'S AVERAGE UNTIL THEY HAVE 9 ELIGIBLE GAMES & NEW BOWLER'S FINALS AVERAGE: Bowlers that have 9 or fewer modified house shot games will have their average determined by taking the eligible games bowled thus far, plus their initial tournament average, until you have 9 games. Divide this 9-game total by 9 and this will be the new bowler's average for handicapping purposes until they have 9 eligible games in the club and for any finals. This average cannot fall below the initial average **minus 20 pins**. New members may not earn byes or the wildcard bonus until they have more than 9 eligible games registered.

ELIGIBLE GAMES: Games 30% or more below your tournament average, or any series less than 75% of your average, will not count. Games bowled in in LGBT doubles events don't count towards a bowler's average.

CURRENT MEMBERS WITH 9 OR MORE GAMES: Once a member has more than 9 eligible modified house shot games, they will be handicapped based on the games bowled in modified house shot events. Your average cannot drop more than 20 pins from your incoming average until you reach 36 eligible modified house shot games. Once you have 36 or more eligible modified house shot games **your average is based on your last 36 eligible modified house shot games you bowled**. All qualifying games, after you make the finals in a tournament, will not count when determining average.

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 1 squad event, they earn 2 bonus pins per game.
2. If a handicap bowler doesn't cash 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
6. Scratch division bowlers earn bonus pins when not cashing but can only use the bonus pins when entering a handicap division in a future event.
7. Once a bowler advances, in multiple squad events, they cannot earn bonus pins for non-cashing squads.
8. In 1 squad events, when a bowler cashes for a prize of \$151 or more, they lose half their bonus pins.
9. In 1 squad events, when a bowler cashes for a prize \$249+ they will lose all of their bonus pins.
10. 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.