

# HOW LGBT MODIFIED HOUSE SHOT AVERAGES ARE DETERMINED

(Updated November 9, 2025)

**UPDATED HOUSE SHOT AVERAGE RULES:** Beginning November 1, 2025, your house shot/modified house shot average will include your past 36 house shot/modified house shot games except scores bowled in senior scratch events or doubles events prior to November 7, 2025. Games bowled in doubles tournaments after November 1st now count when determining your modified house shot average. **ALSO NEW:** When calculating your house shot/modified house shot average (last 36 games) only scores bowled within the past 3 years count.

**INITIAL AVERAGE:** First time bowlers will be issued an average using their highest 2-year verifiable composite average minus 10 pins. New members must notify the LGBT 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.

**Minimum Average/Maximum Handicap (90% of 230):** Male bowlers cannot receive more than 72 pins per game (150 average) in house shot/modified house shot events. Female bowlers cannot receive more than 81 pins per game (140 average.) 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 9 HOUSE SHOT/MODIFIED HOUSE SHOT ELIGIBLE GAMES & NEW BOWLER'S FINALS AVERAGE:** All bowlers that have less than 9 eligible house shot/modified house shot games will have their average determined by taking the LGBT games bowled plus their initial average (minus 10 pins) until there is a total of 9 games. Divide this 9-game total by 9 and that is the average used for handicapping purposes including finals rerates. 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 9 eligible house shot 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.

**MEMBERS WITH 9 OR MORE GAMES:** Once a member has 9 eligible modified house shot games, they will be handicapped based on the games bowled in house shot/modified house shot events. Your average cannot drop more than 20 pins from your incoming average until you reach 36 eligible games. Once you have 36 or more eligible house shot/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.

**RETURNING BOWLER:** All bowlers that have not bowled in an LGBT event in 12+ months are subject to an average review. All returning bowlers must inform the tournament director if their current league average, or previous year's league average, is more than 10 pins higher than their LGBT average the last time they participated. Failure to inform the tournament director is an immediate cause for disqualification and forfeiting of all fees & side action.

**BONUS PINS:** 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. Doubles events don't use bonus pins and you don't lose or gain bonus pins at doubles events.