

1. **WoPeNa Fall 3 Spot Singles League** will run 12 weeks, (2) weeks for average and (10) weeks for score.
2. League will shoot every **Thursday at 7:30pm** from **OCTOBER 16, 2025, thru JANUARY 22, 2026**
3. League fees will be **\$100** paid in cash on the first night of league or by Paypal on the WoPeNa website.
4. Each shooter will have a "Shooter Number" for the league. This number will allow the computer to tally scores.
5. League scoring will be as follows...
 - a. **Compound** shooter will shoot at a **3 spot target**. Compound shooters **will shoot (1) arrow at each target**.
 - b. **3 spot target scoring**. The inner ring including X, will be scored 10 points, next ring away from center will be 9 points, next ring 8, then 7 and last the blue ring is 6 points. A miss is 0.
 - c. **If (2) arrows happen to hit the same target** the arrows will be scored the same as **5a**
 - d. **Traditional** can choose to shoot the 3 spot target or a traditional single spot target. If the Traditional shooter chooses the single spot the scoring shall be as follows. The inner ring including X, will be 10 points and each ring moving from center out shall be scored (1) point less. Closest ring to the center 10 will be scored a (9). The next ring a (8) and so on. A miss is 0.
 - e. We will keep track of **X** count so if the arrow hits/touches the **X** it counts as **(1) X**. Please write the total X count on the score sheet below the total score.
 - f. A shooters total + handicap **WILL NOT** exceed **150** for each of the (3) games & **450** for the total match.
 - g. Handicap will **ALWAYS** be based on **85%** of the shooters **top (3) scores** in the league.
 - h. All shooters will shoot a total of **15 ends** keeping track of **score** and **X's**.
 - i. Each shooter will write on the score card their **total points** in each end and the number of **X's** for that end.
 - j. After **5 ends**, tally the **5 ends score + your handicap** and place that number in the game total box. Your **score + handicap CAN NOT** total greater than 150. If it is greater than 150 than just put **150** in the box.
 - k. After shooting all (3) games, 15 ends, to figure out final score, add up the (3) game totals. Remember this number **cannot exceed 450**. **Make sure the game totals do not exceed 150 and total does not exceed 450**.
 - l. The scoring will be decided per game and total. The shooter shall receive **2 points per game won** and **2 points for the total won**. This will result in a possible total of 8 points to be won. If the shooters happen to tie, they will receive **1 point for either game or total in which they tie**.
 - m. After the match has been decided the **shooters total score (score + handicap)** will be put in a list against **all** the shooters in the league. This list will then be sorted in order from highest to lowest. Bonus points will be given to everyone based on where the shooter ranks that week. Top bonus points shall equal the number of shooters in the league. For example: If there are 20 shooters in the league and being that 450 is the top score, anyone shooting 450 will automatically get 20 bonus points. The next lowest score will receive 19 bonus points and so on. If there is a tie in points all shooters with the same score will receive the same bonus points. Having the bonus point should make shooters always shoot their best knowing that shooting a lower score will result in losing total points for the week.
6. This is a singles league so if you are unable to make it you will be given a **blind score**. A blind score will be the shooters average **less 6 points**. So for Example if a shooters handicap is **420** then their **blind score will be 414**. Then the **Blind score** will be divided by **3 for each game (138)** then add the week's handicap. The shooter will also receive **bonus points** based on where their blind score falls in the scores for the week. This will stop low handicap shooters from missing the week and still collecting high bonus points. We are trying to make the league as fair as possible.
7. If we happen to have an **un-even number** of shooters in the league we will have to use a **blind score** based on the shooters handicap. So just like in **Rule 6** if the shooters average is **420** and he/she is shooting the Blind then the score that person will have to beat is **138 per game and total of 414**.
8. Practice is allowed before league. Please be aware of all shooters that may like to practice.
9. We will have a **Prize fund** and it will be based on the number of people in the league. First, Second, Third & Most quarter rounds won.