

HANDICAPPING Effective 1 January 2015

Starting Grade for Experienced Shooters: If the shooter has attained AA or A grade in any clay target discipline his/her starting grade in any new discipline is to be one grade lower than the highest grade achieved. Starting percentage for the new discipline is to be equal to the lowest percentage for the new grade, in the new discipline. If the shooter's highest grade in any other discipline is B or below, new shooter rules for that discipline will apply. (Rule 3-24)

Common Mark 15 Metres

New shooters start at 74%	
AA Grade	96% and above
A Grade	93 - 95.9%
B Grade	86 - 92.9%
C Grade	less than 86%

Common Mark for Shooter with established HBD mark: (See rule 3.01j)

20m and greater	– AA grade 96%
18m & 19m/–	A grade / 94%
16m & 17m	– B grade 89%
15m and under-	C grade / 80%

American Skeet

New shooters start at 74%	
AA Grade	96% and above
A Grade	90 - 95.9%
B Grade	83 - 89.9%
C Grade	less than 83%

Skeet Handicaps (per 25 targets)

Percent	Targets in
96% and above	0
92% - 95.9%	1
88% - 91.9%	2
84% - 87.9%	3
80% - 83.9%	4
Under 80%	5

Handicap By Distance

Minimum Distance established by DTL grade

AA Grade	21 metres
A Grade	19 metres
B Grade	17 metres
C Grade	15 metres

- Backward movement (1m) = 97% and above
- Rule off every 100 targets
- Inward movement (1m) = Less than 90%
- Inward movement is optional

ISSF Trap and Skeet

New shooters start at 68%.

A Grade	86% and above
B Grade	68.1% - 85.9%
C Grade	68% and below

ISSF Double Trap

New shooters start at 63.5%

A Grade	72% and above
B Grade	64.1 - 71.9%
C Grade	64% and below

Sporting Clays and Compak

New shooters start at 59%

AA Grade	80% and above
A Grade	71 - 79.9%
B Grade	60 - 70.9%
C Grade	less than 60%