

HANDICAPPING
Effective 1 January 2019

Starting Grade for Experienced Shooters: If the shooter has attained AA or A grade in any clay target discipline their 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

Handicap By Distance
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%

Minimum Distance established by DTL grade

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

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%

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

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

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

Universal Trench

New shooters start with their ISSF trap grade or if not ruled off Rule 3.24 applies

A Grade	89% and over
B Grade	82% - 88.9%
C Grade	less than 82%

Sporting Clays and Compak

New shooters start at 59%

AA Grade	83% and above
A Grade	74% - 82.9%
B Grade	63% - 73.9%
C Grade	less than 63%