

To all league members:

The primary goal of our league is to play pool and have fun doing it. We have secondary goals of rewarding performance as well as encouraging newer players to improve their skills and provide all teams with the opportunity to win (leveling of the playing field).

These goals are in conflict with each other because it is impossible to satisfy the interests of all the different groups. With any handicapping and payout system there are bound to be inconsistencies as well as some level of unfairness to one group or another. There is no system that is entirely fair and we recognize that, but we worked very hard to try to come up with an improved (note – not perfect!) system that should provide some relief to all the different groups and interests. Lastly, a little give and take or compromise must be done by everyone.

There are two areas that will be addressed and changed from previous years . . . the Payout System and the Handicapping System.

Payout System

There will be two payouts . . . there will be one payout based on where a team placed under the handicapping system and there will be a separate payout based on where a team placed based on their total number of racks won. This is how it will work:

The total amount of money targeted for payouts will be divided by 2. One half of the money will be for the handicapping payout and one half of the money will be for the racks won payout.

Each week your team will receive two rankings, your handicapped ranking and your racks won ranking. At the end of the season your team will receive its payout based on where you placed in each of the two rankings.

For example . . . if your team finished in 4th place in the handicapping system and finished in 7th place in the racks won system then you would receive the sum of 4th place, handicapping and 7th place, racks won monies.

This system rewards performance while equalizing the field.

Handicapping System

Developing a handicapping system is equally difficult, but the following system allows a team's handicap more variation to change over the course of the year, based on its previous performances. There are no limitations on how high or low a team's handicap can go. The system may initially sound complicated, but we are sure that it will be quickly understood.

Basically, each week your teams handicap will be based on your average number of racks won in the previous 7 weeks, after throwing out the highest and lowest racks won results. Say what ? ! ? !

For example:

In the last 7 weeks of play a team had racks won scores of 9, 10, 7, 8, 8, 11, & 12. The high score of 12 and the low score of 7 would be dropped out, leaving an average of 9.2 for the remaining 5 weeks. This value, rounded to the nearest half point would equal a 9.0 average.

Our baseline target for teams is 8. This number is one half of the total possible number of racks a team can win in a match. Since the teams average is 9.0 and the target is 8, then 8 minus 9.0 equals -1. This team has a handicap of -1 (minus 1).

Another team had racks won scores of 4, 2, 6, 3, 2, 4, & 3. The high of 6 and low of 2 are dropped, leaving an average of 3.2, which is rounded to 3, $8-3=5$ This team has a handicap of +5.

Of course this system does not work until there have been 8 weeks of play and we recognize the need to get handicaps into play as soon as possible . . . for everyone's benefit. Until the 8 weeks are reached, the handicap system will be blended in as follows:

Week 1 – no handicap applied

Week 2 – no handicap applied

Week 3 – handicap will be the average of weeks 1 & 2

Week 4 – handicap will be the average of weeks 1 & 2 & 3

Week 5 – the low and high from the previous 4 weeks will be dropped and the remaining 2 weeks will be averaged

Week 6 - the low and high from the previous 5 weeks will be dropped and the remaining 3 weeks will be averaged

Week 7 – the low and high from the previous 6 weeks will be dropped and the remaining 4 weeks will be averaged

Week 8 and all subsequent weeks – the low and high from the previous 7 weeks will be dropped and the remaining 5 weeks will be averaged

We will be glad to answer any questions regarding any understanding or interpretation of these systems. The systems themselves will not be changed for this year, unless a mathematical or process error is discovered. We cannot defend the systems, other than for the reasons and goals already stated above. Only written complaints that contain solutions will be accepted and considered for possible future implementation. Of course there are always “numbers games” that can be played with any system, but if that is the only way you can win, then go for it.

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