

## HANDICAPPING

Handicapping is a method of presenting session results after applying a handicap. It can be user-created or can be automatically calculated by Compscore3 based on the performance of players.

There are 3 different options, and all are mutually exclusive

**Compscore method** (as used in the original Compscore program) – this extracts the results of each player’s last eight sessions, removes the best and worst, and averages the remaining six. When determining handicap results, it reduces the session results by applying a percentage of between 70% (stronger players) and 100% (weaker players), which is based on the player’s past averages. This factor is applied to the session matchpoints.

**Rapscore method** (as used in the original Rapscore program) – this holds player’s average percentage, and with each new session they play, the ongoing average percentage is altered slightly based on the latest performance. This factor is used to increase or decrease the session percentage.

**Pivot method** (based on the method commonly used in New Zealand) – this determines the player’s average using the Compscore method (accumulates last eight sessions then removes the best and worst and averages the remaining six). It then works out a factor based on a “pivot” and a “multiplier” (both user-managed) to determine how much to add or remove from the player’s actual session percentage. This is explained in more detail below.

For any of these methods, you can also elect to accumulate these previous session averages either on an overall basis per player where results of all sessions are used, or a daily handicap where a separate average is computed for each day of the week. The latter may be useful if it’s common for players to play in a mixture of weak and strong sessions.

### SETTING UP HANDICAPPING

Under the **Setup** menu, **choose Options – Handicapping**, select your preferred method, and indicate if you wish to calculate averages on an overall or daily basis.

If you select Pivot as your handicapping method, you will also need to record the Pivot and Multiplier. The pivot is the base percentage that the handicap will use e.g. assume a player’s average is 54%. Using a pivot of 50%, this will result in a reduction of 4 percentage points from their result (54 - 50), but using a pivot of 55%, that will increase the player’s result by 1 percentage point (54 - 55). (Both these are before the multiplier is applied). The Multiplier then increases or decreases the factor, so that a multiplier of 1.2 will convert that 4 percentage points reduction to a 4.8 percentage points reduction (4 x 1.2).

This can be represented mathematically as:

Handicap factor = (Pivot – Accumulated Session Average) x Multiplier

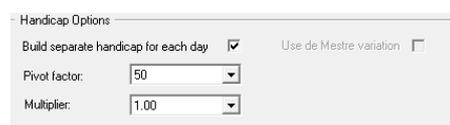
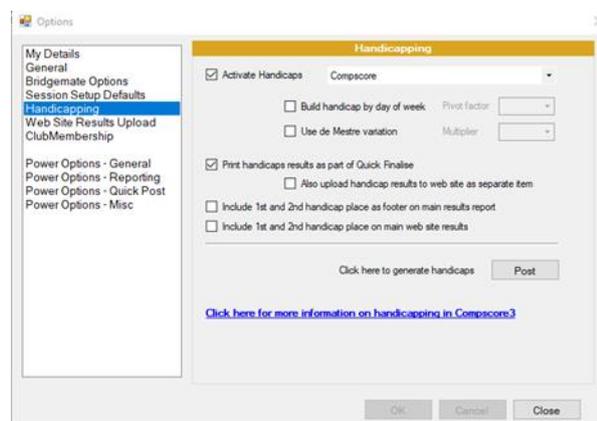
Today’s handicap result = Actual results + Handicap factor

Inserting some theoretical values:

Handicap factor = (50 – 54.72) x 1.00 = -4.72

Today’s handicap result = 58.51 – 4.72 = 53.79

If you’re uncertain about these factors, leave the Pivot as 50 and the Multiplier as 1.

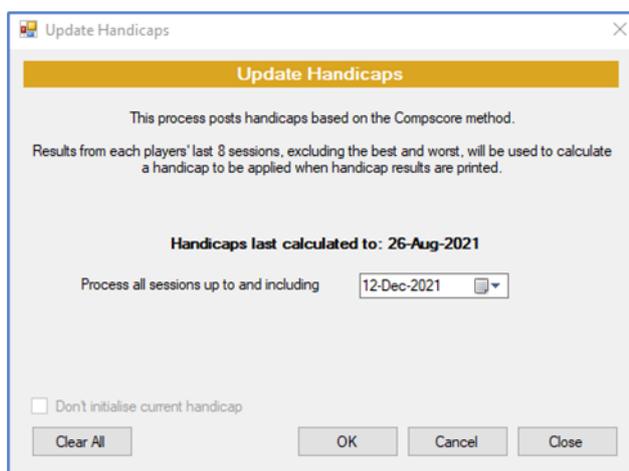


You can manually set each player's handicap/s from the **Players** section by selecting a player and clicking **Edit H'Cap**. This allows you to enter an overall average or a daily average depending on your preference above. The figure you enter here will override any automatic calculates that have been made but will be overwritten next to you ask Compscore3 to update handicaps (see below).

You can start with the default of 50% for all members if you wish, and after each player has played some sessions and handicaps have been recalculated, the averages will be updated. However, users of the Rapscore method will need to assign a more relevant starting percentage (or import it from a CSV file) as the starting factor will continue to impact on the player's average for a long time as it is continually being refined.

## UPDATING HANDICAPS AVERAGES

Unlike some other scoring programs, Compscore3 does not automatically update handicap averages after each session. When you want to recalculate handicap averages, run **Update Handicaps** under the Processes menu. This will examine all sessions that haven't yet been used in updating handicaps and will recalculate player handicap averages. You will need to decide on how often you run this process – perhaps the first day of each month may be appropriate if you handicap all sessions, or if you just run selected events on a handicap basis, you can limit the recalculation process to just those occasions.



## IMPORTING HANDICAPS FROM A CSV FILE

You can import handicaps from a CSV file. This is usually used when you first start using Compscore2 and you have this data from another scoring program. The CSV file format should be in the following format and is imported under **Players | Initial Bulk Import**.

If using separate daily handicaps per player:

Surname, Given Name, Member Number, ABF/NZB Number, Handicap Sun, Handicap Mon, Handicap Tue, Handicap Wed, Handicap Thu, Handicap Fri, Handicap Sat,

Otherwise:

Surname, Given Name, Member Number, ABF/NZB Number, Handicap,

The Nand ABF Number columns are not used but are simply there to match the format of the CSV file created under Player Export on the Player form. Compscore2 uses the Member Number column to identify the player.