

Fall 2011 Handicapped League

At Mountain Crest Park

This is a new Handicapped League starting this Fall season. The goal is to give all players, regardless of skill level, an equal chance to win any league event. A handicap will be assigned to each player, based on official rounds played at Mountain Crest Park. This will make sure that the new player, as well as the pro player, has an opportunity to win cash and prizes by playing.

The league will cost \$5 to enter, with \$1 going to an Ace Pool, and \$4 going to the weekly prize payout. The Ace pool will have no cap, meaning that if an Ace is not hit, the pool will continue to grow. This pool will grow until the last day of the league. If no one hits during the last event, half the Ace Pool will carry over into the next League and the other half will be played off in a CTP contest, with 4 places being paid out. The weekly prize pool will be paid out based on the PDGA "C" tier payout schedule. For example, if there are 20 people playing in a week, 8 places will be paid. If there are 60 people playing, 22 will be paid.

The league will be held on the Saturdays of each month that do not conflict with any Monthlies or Bag Tag events. Signups will begin at 8 am with starting time around 830 am. The schedule is as follows:

September	3 rd and 17 th
October	8 th and 22 nd
November	12 th and 26 th
December	3 rd and 17 th

How the Handicapping system works

There are many different approaches to disc golf handicapping. Unlike ball golf, there are not the resources to give each course around the country a Rating and Slope so that there can be a standardized handicap. So after looking at the different options, I decided to use a course specific handicap system. With this system you pick a score for a course that would be very difficult, even for the top pros, to average at your course. For Mountain Crest, this score is a 40. This becomes the base for the Mountain Crest Handicap System. This is not to say that there wouldn't be some who can get to this score, just that most players wouldn't be able to AVERAGE this score over time. So with 40 being your base, you then look at any players average scores for a minimum amount of rounds, we will be using a minimum of 4 rounds to determine your handicap. You then take the average and subtract your base (40) from that average score. You then multiply that result by 80% and then you come out with your handicap. Here are a couple of examples:

Mary averages 55 at Mountain Crest over the past official events. You take her 55 average and subtract the Mountain Crest base (40) and you get 15. Multiply that by 80% and her handicap is 12.

John averages 47.6 at Mountain Crest over the past official events. You take his average and subtract the Mountain Crest base (40) and you get 7.6. Multiply that by 80% and his handicap is 6.

Dwayne averages 60.3 at Mountain Crest over the past official events. You take his average and subtract the Mountain Crest base (40) and you get 20.3. Multiply that by 80% and his handicap is 16.2.

Your handicap will be determined by a minimum of 4 official rounds at Mountain Crest. An official round will consist of; League rounds, Bag Tag rounds and Tournament rounds. If you don't have enough official rounds, you are more that welcome to play an official pacer round, but you will be unable to participate in the payout until you have an official handicap. You will be able to play once you have 3 rounds recorded, your 4th round will be added in and your handicap will be computed after the end of you 4th round. While you are playing as a pacer, you are more than welcome to pay the \$1 and be in the Ace Pool. A maximum of your most recent 8 rounds will be used to determine your handicap. And when you reach your 8th round, your highest round will be removed from the Handicap system to determine averages. This will discourage sandbagging. Also Bag Tag rounds will be used, as well as Tournament scores to discourage sandbagging as well.

We will hopefully have a Sunset Park Handicap league soon, once the construction has settled in and the course is more accessible. Any questions please contact Scott Merritt at Xstntman@cox.net. Hope to see everyone there.