

HANDICAP SHIELD 2008-2009

CAPPING SYSTEM

This season's competition will see a change to the capping system we have all been using for the past few years. This is hoped to encourage more teams from higher divisions to take part. The system we will be using is the same, or at least, very similar to the system used in the Oxford, Newbury and Basingstoke leagues so some players may already know the system.

This new system works on a team basis rather than an individual basis although all the players will have their own individual handicap (calculated mathematically from league form). Player handicaps (hereafter referred to as 'caps') will be available on the D.D.T.T.A. website, if they are not already.

Score cards/sheets will also be available on the website although I will send out a few copies of these cards to all entrants. I must insist that you use only these cards and send back to me in the post as soon as possible, or you can scan the sheet and attach it to an e-mail and send that instead. The present e-result form does not support this new capping system yet, although I'm sure it could be edited somehow in the near future.

I will try to explain the new scoring system now to those who are not very familiar with it (including myself) to the best of my ability, do not take this explanation as gospel.

The matches will consist of 9 singles games and 1 doubles game, the same as the league. The similarity ends there though. Each game consists of 4 legs up to 11, there are no deuces, each leg will only go up to 11 points, and all 4 legs of each game must be played.

All the points scored throughout the whole match will be added up while the match progresses. The team with the highest number of points at the end of the match + or – the match handicap will be the winner. Hopefully the example below will make things clearer.

The score sheet has spaces for the player's names and their caps, for both the home and away teams, these **MUST** be inserted in the correct boxes so please take your time in filling them in. The individual caps must then be added together and entered into the relevant box, then the cap total must be divided by 3, this will give you your team cap. This is also to be entered in the relevant box. This is to be done for both teams.

Example: 1

	HOME	CAP	AWAY	CAP
	PLAYER 1	200	PLAYER 1	149
	PLAYER 2	200	PLAYER 2	18
	PLAYER 3	230	PLAYER 3	32
TEAM CAP		630		199
TEAM CAP / 3		210		66 1/3

The lowest team cap is then subtracted from the highest team cap; in this example the difference is 143 2/3. If there is a resulting fraction, the total is rounded up or down to the nearest point to make resulting calculations simpler but note that this fraction maybe required in the event of a tie (see below). In this example, the final total is 144. This is the match cap.

The team with the lowest team cap is then given the match cap as their starting score. The team with the highest team cap starts on zero. In this case, the away team is then in effect given a 144 point head-start on the home team. The target of the home team is then to score 145 points more than the away team to win the match. There are spaces on the score sheet for these totals. **PLEASE REMEMBER, THIS IS ONLY AN EXAMPLE AND THE CAPS WILL DIFFER IN EVERY MATCH.**

The match, as mentioned above, has 9 singles games and 1 doubles, each game is made up of 4 legs and each leg is up to 11 with no deuces. The match is played in the same order as a league match and the scores are entered on the score sheet as normal in the columns provided. All the points scored must then be added up and entered in the points total column. Below is an example of the completed score sheet. Please note, the shaded column does not appear on the official score sheet, it is just for further explanatory purposes.

Example 2:

	HOME	AWAY	LEG 1		LEG 2		LEG 3		LEG 4		POINTS		TOTAL POINTS	
			H	A	H	A	H	A	H	A	H	A	H	A
			START										0 144	
1	PLAYER 1	PLAYER 1	11	4	11	5	11	3	11	4	44	16	44	160
2	PLAYER 2	PLAYER 2	11	10	11	9	10	11	11	6	43	36	87	196
3	PLAYER 3	PLAYER 3	11	1	11	3	11	8	5	11	38	23	125	219
4	PLAYER 2	PLAYER 1	11	8	8	11	7	11	11	7	37	37	162	256
5	PLAYER 1	PLAYER 3	11	2	11	3	11	3	11	6	44	14	206	270
6	PLAYER 3	PLAYER 2	11	5	11	10	11	4	11	2	44	21	250	291
7	PLAYER 2	PLAYER 3	9	11	10	11	11	7	11	4	41	33	291	324
8	PLAYER 3	PLAYER 1	11	8	11	6	11	4	11	4	44	22	335	346
9	PLAYER 1	PLAYER 2	11	9	11	4	11	3	11	6	44	22	379	368
D	P2 & P3	P1 & P3	4	11	6	11	11	7	10	11	31	40	410	408

The winner is the home team by 2 points.

If the match is tied any fractional part of the handicaps needs to be considered. For example if the match example above had ended 408 - 408 the home team would win as the actual match cap is 143 2/3, so 1/3 point has to be taken off the away score. The match result would be 408 – 407 2/3. If the match is still tied after considering the fractions then the AWAY team wins by default. A draw is not possible.

If a team only has two players then for the calculations assume a dummy player with a handicap of 0 is present. Of course this player cannot score any points during the match. Any matches against the dummy player will be 44-0 by default.

I hope this little explanation has made it clear for you and de-complicated things a bit. It is always difficult to explain a handicapping system, but I think, as usual, you will find it easier to actually play the system than to explain it to someone else.

Thank you all for your patience.

Stuart Walker