

AUBREY HUGHES HANDICAP SHIELD 2014-2015

This season's competition will see a change to the handicapping system we have used previously. The system we will be using is similar to that used in the Didcot league, so some players may already know how it works.

This new system works on a team basis as before, but each player will have their own individual handicap calculated mathematically from league form. Player handicaps (hereafter referred to as 'caps') will be available on the ODTTA section of the tabletennis365.com website.

Score sheets are also available on the website and should be printed off by teams as required. Completed sheets should be sent back to the handicap secretary in the post as soon as possible, or scanned and e-mailed instead. The postal and email addresses are at the bottom of the sheet.

The matches will consist of 9 singles games and 1 doubles game, the same as the league. 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 as the match progresses. The team with the higher number of points at the end of the match, taking into account the 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 handicap calculation:

	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 lower team cap is then subtracted from the higher 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 subsequent calculations simpler but note that this fraction maybe required in the event of a tie (see below). In this example, the match cap is 144.

The team with the lower team cap is then given the match cap as their starting score. The team with the higher team cap starts on zero. In this case, the away team is given a 144 point head-start on the home team. The target of the home team is therefore 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 TOTAL POINTS column. Below is an example of the completed score sheet. Please note, the POINTS column does not appear on the score sheet, the points should be entered in the corner box of the TOTAL POINTS column.

	HOME	AWAY	GAME 1		GAME 2		GAME 3		GAME 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	5	11	4	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	6	11	3	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	P1 & P3	P2 & 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 $143 \frac{2}{3}$, so $\frac{1}{3}$ point has to be taken off the away score. The match result would be 408 - $407 \frac{2}{3}$. 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.