

What is a Bump System VS a floating handicap

Hi Red Deer Pool Community/Family,

We know there have been some questions as to how the Players' Committee arrives at individual handicaps, so we thought we would put together a Reader's Digest version of the system.

What is a Handicap?

A traditional handicap is where an artificial advantage or disadvantage is imposed on a contest to equalize chances of winning. In pool, this is usually determined by the number of points earned divided by the number of games played. It traditionally has floated throughout the year. The downfall of this system is that it does not allow for distinctions among players winning the same number of games and points (explained in example below). In response to this, we developed the "Bump" System.

Player handicaps and team handicaps are generated from player data, where data is available. For players with a decent amount of data (going back to 2018), an initial handicap is determined for each year by taking the number of points earned divided by the number of games played. This is considered your **base handicap** (see table below). Where we have no player data, or less than 40 games since 2018, the default base handicap for Advanced is 8 and for Intermediate is 7.

Once we have established a person's base handicap, we then look at adjusting that handicap based on division of play and the "Bump System" to arrive at your **assigned handicap**.

You look at CompuSport floating handicap and it is not same as the assigned handicap?

All players who played ONLY in the Intermediated division have their base handicaps and win percentages lowered by a standard amount (determined by comparing three years of players who played in both divisions) to allow the system to rank all Red Deer players as if they all played in one large division.

Players who played in both divisions the data from the Advance division is used for calculating their assigned handicap.

Division	Compuspor	Adjustment	Base	Bump System	JVL
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	t Floating Handicap	to Base Handicap	Handicap		Assigned Handicap
Advanced	8	none	8	Adds to the handicap based on feats and win percentages	Base handicap plus Bump system
Intermediate	8	- 1	7	Adds to the handicap based on feats and adjusted win percentages	Base handicap plus Bump system

When looking at assigned handicaps please remember that all adjustments have already been made on the back end and the assigned handicap may be carried into either division without adjustment

By making these adjustments, the system design allows players of any skill level to play in the Intermediate division, provided captains organize their team to fit under the division cap.

Rationale: The reason we believe this is important, is that previous systems restricted top players from playing with those still learning and improving. We believe that mentoring/coaching from top players is a great way to grow the game and strong players who wish to mentor up-and-coming players should have a venue to do so.

What is the “Bump” System?

Once we have calculated your **base handicap**, we then calculate your average Win, ERO & First Attempt percentages.

Beginning at a win percentage of 55% your handicap receives a little bump. For every 5% above 55%, your handicap gets another little bump.

First Attempts & EROs also result in little (smaller) bumps starting at 5% and there is an additional little bump for every 5% above that threshold.

The bumps are not the same. Win percentage results in the largest bump, followed by EROs then First Attempts.

The rationale for these bumps is as follows:

Player X and Player Y (on the same team) play 25 games in league. Player X and Player Y both win 16/25 games, which is 64% of their games. So far, those players appear equal. We will even go so far as to say; the games they lost, they both lost with 7 points resulting in a handicap of 9.04. They look like the same player if we only consider the base handicaps, which is the traditional system of a floating handicap. However, Player X is a grinder and a good safety player. They are not winning by large margins and usually win 10-6 or 10-7. Player Y is a very good player, having pretty much all the tools in their toolbelt, and is averaging several feats a night, resulting in their opponents having very low scores of 0s, 1s and 2s. These two teammates are not of equal calibre, despite what their traditional handicap might have you believe. Player Y is making significant differences in the win percentage of the team relative to Player X.

It was important to take these distinctions into account when determining an assigned handicap for the year. It is for this reason, that we developed the "Bump System".

The Bump System is as close to ranking players on "for VS against" as we could design. Outside of the FargoRate system, no other system JVL uses captures this kind of player data and adjusts the handicap to more accurately reflect a player's "known ability".

Captains, please understand all CompuSport's floating handicaps, found on the app, are a "points divided by games" calculation. CompuSport does not show the deduction of 1 point off the handicap for Intermediate players to allow a direct comparison of all players playing in JVL Red Deer. The CompuSport app does not reflect the Bump System calculations. So, the only use of the CompuSport floating handicap; look at trends of player improvement, but keep in mind the floating handicap is not a proper assessment of a player's skill level on a "for VS against" player to player comparison. Please understand that at all times the CompuSport floating handicap may be different from the JVA Assigned Handicap (which is designed to account for the skill of players winning by greater differences in their matches).

Without going into detail that will make you fall asleep, the spreadsheet we developed now automates much of the calculation, reducing human error. Having said that, we are still human and mistakes will be made. For this reason, if you feel your player handicap, or the handicap of another player is out of line, please have your Captain contact the committee using the Captain's Challenge Form found both in the Facebook Group and on JVL website under Messages.

Handicap maximums for divisions

This is one area where subjectivity played a role.

The Intermediate cap is temporarily set to 36 to allow four 7s and one 8.

The Advanced division cap is set at 42 to allow three 8s and two 9s

The caps for the divisions mean that Intermediate teams that win the division are not necessarily forced into Advanced division for the following season, provided the newly assigned

handicaps still fit under the division maximum. That said, Intermediate and Advanced teams may find that they need to reconfigure annually (bring on a weaker player or two) to stay under the respective caps.

Captains having weaker teams are encouraged bringing on a stronger player to mentor. Just as captains of stronger teams may need to bring on weaker players – the hope is this creates more teams of similar calibre, making the divisions more competitive overall.

Captains need to be aware at the start of the season NEW players, with no data, create a unique and potentially dangerous situation. In setting up your team, captains will want to ensure new players, starting at the default or any other ranking as a result of a captains challenge, are ranked high enough so as to avoid putting the team over the division limit when reviewed during the season!

Exceeding the cap after review would result in an Advance team not being able to play in playoffs and an Intermediate team being forced into Advanced for playoffs. This is a scenario we do not want to happen. Captains need to be very realistic as they form the team rosters and recommend handicaps to ensure this is not an issue after NEW player review, which will be some time before the start of playoffs.

What are the expected results of the system?

We have yet to have a full season with all our players without COVID restrictions; we hope to get a full season in this year. At the end of the full season (this year), we will be evaluating to see if the system does what it is supposed to do.

“The hope is that divisions will be more competitive than Pre COVID seasons, that one or two teams do not run away from the middle of the pack, and that the majority of teams feel like they may have a fighting chance during league play, and just as importantly, during playoffs where everyone kicks it up a notch.”

Captains

The Players' Committee will be looking for feedback at the end of a full (regular season) around these points:

1. Were your matches closer than in past seasons (pre-2019)?
2. Do you feel the divisions are competitive? (Top teams and middle teams within a reasonable number of points)
 - Prior to 2019 the Advanced division was dominated by two or three teams
 - Prior to 2019 the ranking of a player was based on good judgement/known ability vs using player data

- Prior to 2019 there was a significant difference in skill sets within the same rank (e.g., A1) leading to disproportionately strong teams
 - Prior to 2019 it was expected that winning teams, or top two teams, in the Intermediate division would have to move to Advanced the following year
 - 2019 it was suggested to the committee players be assigned handicaps based on known ability – the trap was the same as in previous years – the player rank would be completely subjective
 - 2019 the committee talked about the subjective “known ability” and felt it would be better to look at player data from past seasons, tracked by CompuSport, and worked on a spreadsheet to capture past player data
 - 2020 the committee started comparing data between CompuSport and FargoRate, however there are not enough players in Red Deer with established FargoRates to be able to use this data
 - 2022 the committee automated the Bump handicap system to reduce errors
3. Are the division caps appropriate? Do they need to be higher or lower to encourage more competitive play? When considering this point, please remember to use the ASSIGNED HANDICAPS rather than the floating handicaps found on CompuSport

So, please keep track and pay attention this season as we will need real and earnest feedback in creating a more competitive league for both Advanced and Intermediate play. The only way this happens is with everyone’s direct input.

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