## STUDIO FORE INDOOR LEAGUE HANDICAP ADJUSTMENTS \& WEEKLY GAMEPLAY SCORING

This memo is to provide clarity on the calculations used to adjust handicaps during Studio Fore indoor golf leagues.

This system has been refined over the past 6 seasons and we strongly feel that it creates a fair and equitable experience for all players and ensures that the HDCPS players are assigned each week are representative of their abilities in relation to the settings we use for indoor rounds.

The main overarching principle of the system is that a handicap is meant to reflect what you are CAPABLE of shooting, not what you typically shoot.

Under this system, the team that plays the best consistently over the course of the league is who wins, and we feel that is exactly how it should be.

Note that HDCPs are only adjusted after BEST BALL or STABLEFORD rounds.

## NET UNDER PAR 9 HOLE ROUND

If your NET score is under par, your hdcp will be lowered at a 1:1 ratio for each stroke under par.
For example, if your hdcp is 18 and you shoot NET -6, your hdcp will be lowered by 6 and the following week you will be a 12 .

While this may cause some sticker shock you must consider that we are playing 9 hole rounds but we have to use 18 hole hdcps so the adjustment is not as severe as it seems. It is actually only reducing your hdcp by $50 \%$ of the projected 18 hole score.

This player has demonstrated that they are CAPABLE of shooting 12 UNDER their existing handicap and therefore that hdcp is no longer valid.

Here's an example of how this would play out assuming the player shot the same score after the adjustment.

As you can see, if this player were to shoot the same score again, they would STILL be - 3 for the 9 which is still a spectacular 9 holes.

| HANDICAP | HOLE | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |  | $\begin{gathered} \text { NET TO } \\ \text { PAR } \end{gathered}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | HOLE INDEX | 18 | 2 | 8 | 10 | 6 | 16 | 12 | 14 | 4 |  |  |
|  | PAR | 5 | 4 | 4 | 3 | 4 | 3 | 5 | 4 | 4 | 36 |  |
| 18 | JOE SHMOE GROSS SCORE | 5 | 4 | 4 | 5 | 4 | 4 | 4 | 4 | 4 | 38 | 2 |
|  | JOE SHMOE NET SCORE | 4 | 3 | 3 | 4 | 3 | 3 | 3 | 3 | 3 | 29 | -6 |
| 12 | JOE SHMOE GROSS SCORE | 5 | 4 | 4 | 5 | 4 | 4 | 4 | 4 | 4 | 38 | 2 |
|  | JOE SHMOE NET SCORE | 5 | 3 | 3 | 4 | 3 | 3 | 4 | 4 | 3 | 32 | -3 |

We realize that this -6 may have been an anomaly, but we still must protect the rest of the field from repeat anomalies that disproportionately favor high hdcps and reducing by this ratio is what has proven to be a fair adjustment to ensure the league is fair across all handicap levels.

## NET OVER PAR 9 HOLE ROUND

If your NET score is over par, your hdcp will be raised by $0.25: 1$ ratio for each stroke over par and we always round up.

For example, if your hdcp is 16 shoot a net +6 , your hdcp will be raised by 2 and the following week you will be an 18hdcp.

We have purposefully designed it this way so that handicaps do not go up as fast as they go down. This is similar to how the RCGA system is designed where your HDCP is based solely on the 8 best scores of your last 20 rounds. This means that your 12 worst scores do not matter and this is again designed to protect any field you are playing against by assigning a handicap based on "demonstrated ability." Their words!

In a perfect world, we could use an 8 best of the last 20 system and we have some players that have played enough league rounds to do so but the majority have not so this is not a functional approach and would require us to have two separate systems which would only create more issues.

We cannot have a system where one player is allowed to shoot -6 under and the next player isn't based on \# of rounds played. We get new players to the league every season which is obviously what we want to see, therefore a week to week adjustment is the only practical approach and we have found that this system rapidly gets people to the right range.

## PLAYOFF ROUNDS

Please be advised that for the playoff weeks that scores will only be accepted for players that have at least one round in for the season in either Best Ball or Stableford formats.

This is again to ensure that players have appropriate hdcps assigned when competing in weeks worth $2 x$ the points.

## WEEKLY GAMEPLAY SCORING

## STABLEFORD

- The top three total points from your team's players that week will be totaled, and this is your weekly score.

In the example below, Bob's score would not count. However, we do adjust his handicap accordingly based on whatever he shot that week.

| PLAYER NAME | POINTS |
| :---: | :---: |
| Bob | 15 |
| Tom | 17 |
| Larry | 19 |
| Craig | 18 |
|  | TEAM TOTAL |

## BEST BALL

- All four player scores for the week will be utilized to see which player had the BEST NET SCORE on each hole. Your teams total net score will be used to derive a Team Score based on the table in Appendix A

In the example below, the Team Score was -9 which equates to 81 points.

| PLAYER HANDICAPS | HOLE | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |  | NET TO <br> PAR | NEW HANDICAPS |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | HOLE INDEX | 18 | 2 | 8 | 10 | 6 | 16 | 12 | 14 | 4 |  |  |  |
|  | PAR | 5 | 4 | 4 | 3 | 4 | 3 | 5 | 4 | 4 | 36 |  |  |
| 18 | Bob GROSS SCORE | 6 | 4 | 6 | 3 | 7 | 4 | 4 | 5 | 6 | 45 | 9 | 18 |
|  | Bob NET SCORE | 5 | 3 | 5 | 2 | 6 | 3 | 3 | 4 | 5 | 36 | 0 |  |
| 11 | Tom GROSS SCORE | 4 | 6 | 3 | 4 | 5 | 4 | 3 | 6 | 5 | 40 | 4 | 10 |
|  | Tom NET SCORE | 4 | 5 | 2 | 3 | 4 | 4 | 3 | 6 | 4 | 35 | -1 |  |
| 6 | Larry GROSS SCORE | 4 | 5 | 3 | 4 | 5 | 4 | 3 | 4 | 4 | 36 | 0 | 3 |
|  | Larry NET SCORE | 4 | 4 | 3 | 4 | 4 | 4 | 3 | 4 | 3 | 33 | -3 |  |
| 14 | Craig GROSS SCORE | 7 | 6 | 5 | 3 | 4 | 4 | 4 | 6 | 7 | 46 | 10 | 15 |
|  | Craig GROSS SCORE | 7 | 5 | 4 | 2 | 3 | 4 | 3 | 5 | 6 | 39 | 3 |  |
|  | DIRTY BOB \& THE BOYS TEAM SCORE | 4 | 3 | 2 | 2 | 3 | 3 | 3 | 4 | 3 | 27 | -9 |  |

## SCRAMBLE

- All four players will compete and we take $10 \%$ of your total HDCP and apply it to derive a TEAM HDCP which is then used to create a NET score. That NET SCORE is then used to derive a Team Score based on the table in Appendix A
NOTE: Sometimes teams are only able to field 3 players and in that scenario we use $15 \%$ of the total combined hdcp of the 3 players.

See example below. The team shot a GROSS -5 but since their team HDCP was 5 they get a stroke on holes $2 \& 9$ which creates a NET SCORE of -7 which is 75 points.

| PLAYER NAMES |  | TEAM HDCP | HOLE | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |  | $\begin{aligned} & \text { NET TO } \\ & \text { PAR } \end{aligned}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | HOLE INDEX | 18 | 2 | 8 | 10 | 6 | 16 | 12 | 14 | 4 |  |  |
|  |  |  | PAR | 5 | 4 | 4 | 3 | 4 | 3 | 5 | 4 | 4 | 36 |  |
| Bob | 18 | 5 | Dirty Bob \& The Boys GROSS SCORE | 4 | 4 | 4 | 3 | 3 | 2 | 4 | 4 | 3 | 31 | -5 |
| Tom | 11 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Larry | 6 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Craig | 14 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| TOTAL | 49 |  | Dirty Bob \& The Boys NET SCORE | 4 | 3 | 4 | 3 | 3 | 2 | 4 | 4 | 2 | 29 | -7 |
| 10\% | 4.9 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| WEEK 18 HOLE HDCP | 5 |  |  |  |  |  |  |  |  |  |  |  |  |  |

## APPENDIX A: BEST BALL AND SCRAMBLE TEAM SCORE TABLE

| TEAM NET SCORE | POINTS |
| :---: | :---: |
| EVEN OR WORSE | 54 |
| -1 | 57 |
| -2 | 60 |
| -3 | 63 |
| -4 | 66 |
| -5 | 69 |
| -6 | 72 |
| -7 | 75 |
| -8 | 78 |
| -9 | 81 |
| -10 | 84 |
| -11 | 87 |
| -12 | 90 |
| -13 | 93 |

