



For The Love of Pool



Simplified APA Game-Winning Percentage Handicapping System

(from Wayne Bebert)

League Format

All teams must consist of at least three players.

Teams are allowed a five player roster.

Teams are allowed to play any combination of three players under the skill level cap 13.5 based upon their entering skill level.

Player’s skill levels will be subject to change based upon how they are playing, but that will not affect their ability to play their lineup as long as the players entering Skill Levels fit the cap of 13.5 per three players.

New players enter as a SL4

Example:

Team	Entering skill level	New Skill level (after three weeks)
Player 1	4	4.8
Player 2	4	3.5
Player 3	4	5.8
TOTAL	12	14.1

Although the example team has exceeded the cap, they may still play that team based upon their entering skill levels.

There will be no handicap committee. Your skill level will be determined by the Game Winning Percentage formula:

$$\text{(Game Winning Percentage + 40) divided by 20}$$

This system allows for everyone to be accurately ranked from 2 – 7 and is solely based off how many games the player wins on average. To clarify, it is a player’s individual game winning percentage, not the player’s match winning percentage.

Players with no prior Skill Level will enter the league as a skill level 4. Their skill level will adjust based upon the game winning percentage formula and the pretenses further explained on page (4)

Skill levels will be “frozen” for the remainder of the session after the first position week. The frozen skill level will also be the players returning skill level for the following session.



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2

Establishing Skill Levels for New and Returning Players

SL = Skill Level

New player entering the league begin as a SL4. After three weeks of play he or she will establish an average based off their game winning percentage within the simple formula described above

Examples 1a, 1b & 1c

- 1a- A new pool player joins the league. After three weeks of play his or her winning percentage is 50%. Which would make he or she a SL5 (4.5 exactly)
- 1b- A new pool player joins the league. After three weeks of play his or her winning percentage is 90%. Which would make he or she a SL7 (6.5 exactly)
- 1c- A new pool player joins the league. After three weeks of play his or her winning percentage is 10%. Which would make he or she a SL3 (2.5 exactly)

Returning players would return with his or her “frozen” skill level from the previous session as. After three weeks of play he or she will establish a new average based off their game winning percentage.

Skill Level Chart

2	2 – 2.4
3	2.5 – 3.4
4	3.5 – 4.4
5	4.5 – 5.4
6	5.5 – 6.4
7	6.5 – 7



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Real Life Application of Formula



Skill levels ranging from 2-7

The skill level of a player will be decided by this formula:

- $(\text{Game Winning Percentage} + 40) \text{ divided by } 20 = \text{Players skill level}$

A chart to explain how skill level reflects ability to win games

<u>Player</u>	<u>Game Winning Percentage</u> (Follow formula above)	<u>Skill Level</u>
John	0%	2
Kim	20%	3
Anthony	40%	4
David	60%	5
Jessica	80%	6
Richie	100%	7

Your winning percentage can vary between 0-100% depending on your ability of play. When rounding to the nearest skill level refer to the chart below.

Skill Level Chart

2	2 – 2.4
3	2.5 – 3.4
4	3.5 – 4.4
5	4.5 – 5.4
6	5.5 – 6.4
7	6.5 – 7



For The Love of Pool



Example Score Sheet

	2	3	4	5	6	7	Skill Level	
2	2/2	2/3	2/4	2/5	2/6	2/7	2	2 – 2.4
3	3/2	2/2	2/3	2/4	2/5	2/6	3	2.5 – 3.4
4	4/2	3/2	3/3	3/4	3/5	2/5	4	3.5 – 4.4
5	5/2	4/2	4/3	4/4	4/5	3/5	5	4.5 – 5.4
6	6/2	5/2	5/3	5/4	5/5	4/5	6	5.5 – 6.4
7	7/2	6/2	5/2	5/3	5/4	5/5	7	6.5 – 7

Shut out	3	0
Win	2	0
Hill to Hill	2	1

TEAM "A"

SL	Name	Book SL
2 (2.3)	Player 1a	2.5
3 (3.4)	Player 2a	3.8
6 (5.8)	Player 3a	5.2
4 (4.5)	Player 4a	4.7
6 (6.1)	Player 5a	5.6

TEAM "B"

SL	Name	Book SL
3 (3.3)	Player 1b	3.1
5 (4.8)	Player 2b	5.0
2 (2.1)	Player 3b	2.4
6 (6.4)	Player 4b	5.8
5 (5.1)	Player 5b	5.5

Name & SL	Must Win	G 1	2	3	4	5	6	7	8	9	10	GAMES WON	POINTS EARNED	MATCH POINTS
Player 5b (5)	4	W	L	W	W	W						4	2	2
Player 2a (3)	2	L	W	L	L	L						1	1	1

Player 3b (2)	2	W	L	L								1	1	3
Player 1a (2)	2	L	W	W								2	2	3

Player 2b (5)	4	W	L	L	L	W	L	L				2	0	3
Player 5a (6)	5	L	W	W	W	L	W	W				5	2	5

Break and Run Club

1. Player 5b x1 6. _____ x
2. Player 5a x2 7. _____ x
3. _____ x 8. _____ x
4. _____ x 9. _____ x
5. _____ x 10. _____ x

\$50 prize for Break and Run Club leader

Nine on Breaks

1. Player 3b x1 6. _____ x
2. Player 5a x1 7. _____ x
3. _____ x 8. _____ x
4. _____ x 9. _____ x
5. _____ x 10. _____ x

\$50 prize for most Nine on Breaks



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Score Sheet

	2	3	4	5	6	7	Skill Level	
2	2/2	2/3	2/4	2/5	2/6	2/7	2	2 – 2.4
3	3/2	2/2	2/3	2/4	2/5	2/6	3	2.5 – 3.4
4	4/2	3/2	3/3	3/4	3/5	2/5	4	3.5 – 4.4
5	5/2	4/2	4/3	4/4	4/5	3/5	5	4.5 – 5.4
6	6/2	5/2	5/3	5/4	5/5	4/5	6	5.5 – 6.4
7	7/2	6/2	5/2	5/3	5/4	5/5	7	6.5 – 7

Shut out	3	0
Win	2	0
Hill to Hill	2	1

TEAM "A"

SL	Name	Book SL

VS.

TEAM "B"

SL	Name	Book SL

Name & SL	Must Win	G 1	2	3	4	5	6	7	8	9	10	GAMES WON	POINTS EARNED	MATCH POINTS

Break and Run Club

- 1. _____ x 6. _____ x
- 2. _____ x 7. _____ x
- 3. _____ x 8. _____ x
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