

Bowling League - Handicapped Competition

Leagues Determine Their Competition Classification:

The bowling world really has **THREE SEPARATE TIERS** . visualize it as a **PYRAMID** .

- The broad base contains the handicapped leagues that use a system designed to
 - allow equitable competition between teams with widely varying abilities .
 - Every team should have a handicap added to ensure proper evaluation of scores.
 - The center portion is classified and more compact with a set-range for team averages.
 - It would take a lot of extra work to do this fairly for all leagues in a center.
 - Average targets could disqualify bowlers who prefer to stay together as a team.
 - The narrow top has the very highest caliber teams that thrive on the challenges of the game.
 - (A national proprietor estimates it will never be more than 5%, maybe 10%.)
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League Handicap Components: The "2x2 RULE" is the key for good competition:

- EVERY LEAGUE Should Determine Handicap Correctly - - - (just like tournaments).
- Use two parts (percentage allowed and the same basis for every team)
 - covering the two aspects of competition, both high scores and points won
- Prizes are awarded to those who truly deserve this recognition for accomplishments!
- Suggested League Rule:
 - Handicap will be ____% (such as 90%) of the difference between average and a
 - basis figure of ____ (basis or scratch figure set higher than the highest average in the league)
 - Any fractions during the calculations are to be dropped.
 - Handicap shall not be limited, unless otherwise provided by league rule.
- Individual Method -
Set basis higher than any person's average in the league, such as 210. If 90% handicap is allowed, single game handicap (210-Average) x Percentage, such as (210-175) = 35 x .90 = 31.5 (use 31)
Team handicap for a single game would equal the sum of all of the handicaps of the team's players.
- Team Method -
Set basis higher than the highest team average in the league, such as 1050.
If 90% handicap is allowed, the single game handicap would equal
(1050-Team Average) x Percentage, such as (1050-850) = 200 x .90 = 180.

The 2 Handicap Components - (additional comments, here and also see examples on page 2)

PERCENTAGE, such as 80%, 90%, 100% (NOTE: see research statistics).

Higher percentage has been adopted by many leagues. Studies have shown important benefits. Even at 100%, the higher average team still has an edge. Lower average teams are more involved, higher-average teams will still be well-served by their talent and experience.

BASIS might be set as often done for bowling tournaments, as a function of team size, such as, 1000 for 5-players, 800 for four, 600 for three, 400 for two, 200 for singles.

It could also be set closer to the league's actual ability by setting the value:

- GREATER than the HIGHEST AVERAGE for the league,
- with ALLOWANCE ADDED to provide for improvements (estimate 10 pins for player),
- and finally rounded up to a CONVENIENT NUMBER for ease of use.

[Example: High team average 720, five-per-team (add 5x10=50) yields 770, use 800]

EXAMPLE: (BASIS - TEAM AVERAGE) X PERCENTAGE = HANDICAP

[(800 - 720) x .9 = (80) x .9 = 72 pins per game, drop any fractions],

[72 x 3 = 216 total for a 3-game series]

You can also check related topics in the USBC Rulebook & League Operations Handbook.

High score achievements are an important aspect of league competition.

Everyone deserves a real shot at receiving recognition for their accomplishments.

Don't miss a "fun part" of league competition - for every team, every game, every week.

----->> **Please "BE SURE to USE the LEAGUE KEY,
Handicap with the SAME BASIS used for ALL TEAMS."**

Handicap Percentage - Impact:

Years ago, ABC and WIBC analyzed statistics for a four-year period, the impact of percentage on the team points accumulated towards winning the league championship. Their research was published in a small blue pamphlet "The Facts About League Handicaps." The study included numerous leagues sanctioned at that time - - men's, women's and mixed formats. The results showed that, even at 100%, the higher average teams or bowlers have a decided edge. A 50-50 distribution of league championships would only result if a 116% handicap was used.

League Handicap Percentage	Championship Won by Team with Average Below Median in the League	Championship Won by Team with Average Above Median in the League
70	0 out of 100	100 out of 100
75	0 out of 100	100 out of 100
80	0 out of 100	100 out of 100
85	6 out of 100	94 out of 100
90	11 out of 100	89 out of 100
95	24 out of 100	76 out of 100
100	30 out of 100	70 out of 100

Handicap Method - Impacts:

Handicap calculated with 2 components (basis and percentage) for all teams is the best method. Some leagues use another method, that can only determine points won between 2 teams.

Each week, half of the teams receive no handicap and the rest are granted a dubious number based on which team that they are scheduled to bowl.

There is no basis for comparison of scores across the league, an important league aspect.

The fact that every team does not receive a handicap value is indicative of a serious problem.

COMPARE HANDICAP Methods: (Regular Basis or Team and Opponent Average Difference)

- (a.) Team numbers correspond to team-average-ranking,
- (b.) Team schedule has these teams bowling each other (as will happen 1-week during each round),
- (c.) Every team bowls a game 100 pins-over-their-average.
- (d.) "Regular handicap" uses basis=800 and percentage=90%,

Regular Handicap = (800 - TeamAvg) X .9 (and drop all fractions)

Example: (800 - 704) = 96, (96 X .9 = 86.4) drop fractions, so use 86 for game.

Team & Opponent Handicap (where the higher average team gets zero for handicap)

Example: (753 - 704) = 49, (49 X .9 = 44.1) drop fractions, so use 44 for game.

Team	Avg	100 POA Game	*	Game Hdcp	Hdcp'd Total Score	*	Game Hdcp	Hdcp'd Total Score	***	Re-calculate T&O POA Needed for "League High 853" if used T&O and these Percentages		
										90%	80%	100%
				Reg 90%			T&O 90%			90%	80%	100%
1	753	853		42	895		0	853		100	100	100
2	704	804		86	890		44	848		105	110	100
3	700	800		90	890		0	800		153	153	153
4	681	781		107	888		17	798		155	157	153
5	670	770		117	887		0	770		183	183	183
6	654	754		131	885		14	768		185	187	183
7	639	739		144	883		0	739		214	214	214
8	625	725		157	882		12	737		216	217	214
9	600	700		180	880		0	700		253	253	253
10	594	694		185	879		5	699		254	255	253

The "team and opponent average difference" handicap method defeats the purpose of handicapping. League high scores are the same as bowling in a tournament; every team should receive a handicap for every game, during the league's schedule. If not, scores are distorted, every team is in jeopardy. This exemplifies why higher-average teams may dominate high scores, if an inferior method is used. (A "pins over average" (POA) tournament is sometimes erroneously considered to be a different format, in reality it uses a 100% handicap allowance. If 100% "Regular Handicap" had been used - - - Every team would have showed a score of 900.)