



Disc Golf Club Summer League 2021 Handicap Singles Play

Christie Lake Disc Golf Club Summer League 2021 Handicapping Procedure:

1. Play rounds according to the PDGA rules and record scores NEW: summer league play will be held from the front tees (except for long tees on holes 2, 12, and 15) for all rounds.
2. Calculate the average of the median 5 of the last 7 scores, sorted in order of date (in other words, the best score of the last 7 and the worst score of the last 7 are not factored in). If fewer than 7 rounds are available, average the best (n) scores according to the following table:

Rounds Recorded	Average of median (n) scores
1	(play from scratch)
2	(play from scratch)
3	1
4	2
5	3
6	4
(7)	(5)

3. Calculate handicap factor:

(Average of Median n Sorted Scores – SSE) x correction coefficient

= (Average of Median n Sorted Scores – 47.3) x 0.725

4. Round to three decimal places (enough significant figures to resolve most ties in handicap play)

The resulting handicap factor for each player is deducted from their gross score in handicap league play.

Example 1

- Suppose a player's last 7 scores are 65, 59, 54, 61, 66, 63, and 59.
- His median 5 sorted scores are 59, 59, 61, 63 and 65 (the best score of 54 and worst score of 66 are not used). The average of these scores is 61.4000
- His handicap factor is $(61.400 - 47.3) \times 0.725 = 10.223$ (rounded to three decimal places)

Example 2 (Case where only three scores are available)

- A player has submitted scores for three handicapping rounds, a 53, a 54, and a 59
- In the case of only three available scores, only the one median score is used to compute the handicap (the best score of 53 and worst score of 59 are not used). The round of 54 is used for handicapping.
- His handicap factor is $(54 - 47.3) \times 0.725 = 4.857$

Seasonal Points Tracking Procedure:

Points will be awarded to players each week based on singles handicap finishing position for that round, 20 points for 1st, 19 points for 2nd, etc. Total points will be tracked, and commencing on Week 13, total points will be adjusted for 5 weeks by deducting the poorest points weeks from each player's score (including 0 point no-shows) each week. Year-end payouts will be given to the top 5 in total adjusted points.

And for those who would want to know such things...

Explanation of this revision of the Handicapping Procedure:

We use a revised ball golf handicap system since the PDGA does not rate players using this type of handicap system. The idea behind ball golf handicapping is that the handicap factor is intended to represent what the player is capable of scoring in a good round, as opposed to the average score that the player actually shoots. This offers the best chance for players of varying skill levels to compete together without favouring either strong or weak players.

The handicapping procedure we have devised uses the same basic math as ball golf handicapping, however with several important differences and disclaimers:

- We dispense with Equitable Stroke Control (ESC) since in disc golf played on a par-3 course, adjustments would be relatively rare. The extra level of complication in the computation of score differentials is not justified, especially in a league setting where scores and payouts are being processed on the fly.
- Handicaps are initially calculated once 3 scores are recorded instead of 5, and once enough scores are available use only the last 7 scores instead of the last 20 (since the league season is short with only one game per week, and it is desirable to get comparable handicaps in place as soon as practical).
- We dispense with course slope rating mathematics, since these are not used at this time in the rating of disc golf courses.
- It should also be noted that most commonly used disc golf handicapping systems use the average of only a specified number of your best rounds from the most recent ones rather than including all of the scores. We will use a modification of this approach, as it smooths the outliers and makes handicaps between better and weaker players more comparable. This gives strong players more of an incentive to participate, and weaker players an incentive to improve. Our modified system is based on the theory that excluding the worst score of the last 7 provides a measure of "sandbagging" correction, and excluding the best score keeps a player from being penalized for the next 7 weeks by one particularly hot round.
- Disc golf systems also usually calculate handicaps against the PDGA Scratch Scoring Average (SSA) for that course, instead of the total par. Since a SSA rating is not available for Christie Lake Disc Golf Club, our system will use the dgcoursereview published version (the similar Scratch Scoring Estimate or SSE) which is currently listed at 47.3 For Christie Lake (from the front tees), which seems like a good starting point until such time as the PDGA publishes an official SSA.
- Finally, most disc golf handicapping systems use a correction coefficient of less than one (commonly 0.8). Ball golf handicapping uses a multiplier of 0.96 which may seem by precedent like a good starting point. However, this multiplier in par 3 disc golf play proved to not provide enough correction. The correction coefficient is intended to correct for the "Compression Effect" described on the PDGA website as follows: "Consider a real easy course. The top players can only shoot so well on this course, given they are limited to scoring no better than a 2 on virtually every hole. However on these courses, where the average hole is likely to be wide open and less than 250 feet, even lower rated players can shoot

lots of 2s. This "compresses" or narrows the range of scores for players of widely varying skills in that round." Roughly translated, courses like Christie Lake that are short and have relatively low SSE make it possible for less skilled players to shoot lower rounds relative to their handicap than a more skilled player who is limited by compression to no better than 2 per hole. What this looks like in practice is that

if an adjustment is not made for this compression, the higher handicap players who have a good round will end up with such low adjusted scores, that it puts the possibility of winning out of practical reach for the lower handicap players.

Example:

Suppose several players in the club have handicaps around 9 and usually post scores between 57 and 63, but occasionally shoot rounds around even par 54. On any given well attended club round, it is likely that 2 or 3 of these players will have a hot round. This means that the top 3 payouts will generally be adjusted scores of around minus 9 or 45. The scratch players however, are limited by compression such that any score 45 or less would be exceedingly rare. This effectively shuts the better players out of the top paying finishing positions.

The correction coefficient of 0.96 used as a starting point in 2014 Summer League proved to be inadequate to adjust for this effect. The coefficient was gradually decreased in increments to a more equitable disc golf correction factor of 0.725 which was found to make for excellent competition between varying skill levels, and slightly favoring stronger players in handicap play (need to give the newer players incentive to improve!).

Applying that factor In the above example, the first group of players would have handicaps more in the range of 7 so that their "hot round" adjusted scores are more in the range of 47 which makes for suitable competition for the scratch players who are posting good scores that round.

For questions, comments or concerns, contact

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Disclaimer:

While this system was custom designed for the Christie Lake Disc Golf Club's use, we acknowledge that many of the terms and concepts used here are not new, and we would like to thank and give credit to the following organizations:

- Centralia Disc Golf
- The Royal Canadian Golf Association
- The Unites States Golf Association
- Dgcoursereview.com
- The PDGA