9/6/14

A PROPOSAL FOR HANDICAPPING SCORES IN THE

CTRI CHAMPIONS COMPETITION

1. Purpose: To encourage maximum contest participation by promoting fairness and enjoyment. In this system, the handicap increases all scores, thereby increasing the opportunity for all contesters to win the CTRI Championship in a particular category.

2. Brief description: This system would be roughly analogous to the handicapping system in bowling, in order to keep it as simple and fair as possible. The handicapping system used in bowling is universally accepted within the sport (excepting minor changes made within individual leagues), and with adaptations should be a valid system on which to base ours.

   It consists of a basis score, a percentage factor, and the handicap.

3. Each contester's handicap would be determined per contest, i.e. unlike bowling it would not be derived from a running total of the season's scores, but would be calculated for each contest, to be used solely in that contest.

   An individual's handicap would not be known at the beginning of the contest, and would be calculated after all entrants' scores have been submitted. The individuals' handicap would be derived from all scores in the category he entered (e.g. HP, LP, QRP) in that contest. If there is only one entry in that category, there will be no handicap. In the case of multi-op scores, the current method of dividing the station's total score by the number of participants at that station will be used to determine each contester's individual score for that contest.

4. Basis score: The basis score is the sum of all individual scores submitted for a particular contest in a particular category.

   For example:

   Contester A – 1,000,000

   Contester B – 500,000

   Contester C – 200,000

   Basis score = 1,700,000

5. Percentage factor: The percentage factor (PF) is the multiplier applied to each individual's score (IS), after being subtracted from the Basis Score (BS). This calculation results in the handicap.

   One thing to keep in mind about the Percentage Factor is that the lower it is, the greater the disparity among scores.

6. Handicap: The points applied to a contester's score.

   Handicap = (BS – IS) x (PF)

   For example (using a .9 Percentage Factor):

   Contester A's score (1,000,000) subtracted from the Basis Score (1,700,00) multiplied by the Percentage Factor (.9) equals 630,000. This is Contester A's handicap. When added to his score (1,000,000), his handicapped score is 1,630,000.

   Contester B's score (500,000) subtracted from the Basis Score (1,700,000) multiplied by the Percentage Factor (.9) equals 1,080,000. This is Contester B's handicap. When added to his score, his handicapped score is 1,580,000.

   Contester C's score (200,000) subtracted from the Basis Score (1,700,000) multiplied by the Percentage Factor (.9) equals 1,350,000. This is Contester C's handicap. When added to his score, his handicapped score is 1,550,000.

   Note that this *does not* change the order of scoring. What it does, over the entire contest season, is give lower-scoring contesters a more equitable system for determining the winner of that season's championship, while also increasing higher-scoring contesters' scores in recognition of their abilities/effort/station. It promotes more participation because in order for any particular contester to win, he will likely have to compete in the most contests while achieving their highest possible score in each.