

SFDGC Sunday Weekly

Handicap Explained

The SFDGC handicap system is designed so that

- it is easier for lower ranked players to cash compared to the prior system
- bagging, intentional or otherwise, is non-productive

The new system mimics a stick golf handicap by throwing out a player's worst scores. Once a player has at least 15 weekly scores:

- average the player's 10 best Relative scores out of his / her last 15 weeks, with the relative score defined as the player's raw score, less the week's median score
- multiply average in (a) by -90% = this is the player's handicap
- your handicap does not reset at the beginning of a new season

For new players that have less than 15 total weeks played, there is a sliding adjustment scale for both the number of bad scores to throw out and the % multiplier. In addition, for players with less than 15 weeks, the handicap used to calculate the adjusted score will include the current round. For players over 15 weeks the adjusted score will use the handicap the player had before that round. These adjustments for new players were incorporated to offset the advantage a new player has with fewer scores in their handicap.

A new player can cash on their third round of play. The payout structure is based on the best adjusted scores of the week; the player with the best raw score will always receive at least \$5.

Starting in 2008, we stopped resetting handicaps for each season. However, we kept the tradition of using raw scores for the first two weeks to start the season. The new system has no effect on the season rankings; this remains as the average of all a player's season *relative* scores. **You must play half the weeklies to qualify for the season end prizes.**