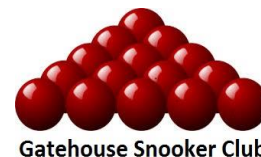


Competitions and Handicaps in 2015



Gatehouse Snooker Club

Club Championship	<u>Played</u>	<u>Won</u>	<u>Lost</u>	<u>Points</u>
Pete Haslam	8	8	0	24
Graham Wright	8	6	2	20
Jack Donald	7	5	2	17
David Lappin	6	5	1	16
Keith Hamblin	7	3	4	13
Douglas McDavid	7	2	5	11
Duncan Croal	8	1	7	10
John Morton	7	0	7	7
Brian Napper	4	1	3	6

Pete won all his games and the organiser had not allowed for a top-4 knockout, so **Pete is the Club Champion**. Some players struggled to fit in all their games.

Handicap Competition	<u>Played</u>	<u>Won</u>	<u>Lost</u>	<u>Points</u>
Pete Haslam	9	9	0	27
Douglas McDavid	9	6	3	21
Nick Morris	9	5	4	19
Graham Wright	9	5	4	19
Ian Carson	9	5	4	19
Keith Hamblin	9	4	5	17
Willie McKie	9	4	5	17
Brian Napper	9	4	5	17
Duncan Croal	9	2	7	13
John Morton	9	1	8	11

For this competition a knockout-based conclusion was arranged between the top 4 places in the league. Nick, Graham and Ian finished level on points in the table, so a play-off was needed to decide 3rd, 4th & 5th. In the semi-finals, Pete lost narrowly to Graham and Nick had a close victory over Douglas. Graham won a close final against Nick by 3 frames to 2, so **Graham is the Handicap Champion**.
Handicap implications (based only on league games) :-

- Pete won all his games so everyone else should be given a higher handicap in relation to Pete.
- Duncan & John lost more games than most so their handicaps should increase more than most.
- Everyone else won a few and lost a few so handicaps are broadly working.
- These observations are reflected in the proposed revised handicaps.

Handicaps for 2016	<u>2015</u>	<u>2016</u>	<u>Change</u>
Pete Haslam	0	0	0
Nick Morris	11	15	+4
Graham Wright	11	15	+4
Ian Carson	11	20	+9
Douglas McDavid	18	25	+7
Duncan Croal	26	37	+11
Keith Hamblin	28	37	+9
Brian Napper	31	37	+6
Willie McKie	32	40	+8
John Morton	34	45	+11

The new handicaps are arrived at by counting the points scored and conceded by each player in all their 2015 handicap matches. The difference is halved and divided by the number of frames played, and, subject to upper and lower limits, these are the 'changes' listed above.