

player. Al Janes is a new player on Chris's, and - as he has no established average - he plays as the highest average on the team. To determine the "Handicap" one team receives from the other, you total up the averages of each competing member on a team and subtract the difference from the opposing team total. [In this particular situation Karen Hastings's average is not included in the Shooter's total to offset no average for Al Janes on Chris's roster.]

31 (Chris's total)
-21 (Shooter's total)
10 (Handicap points Shooter's receives each round - 30 points total)

During the 9/13/97 competition Shooter's won Round #2 (52 - 39) and Total (137 - 126) to gain 2 round points. Chris's Lounge won Round #1 (41 - 41; remember a tie in points is offset by awarding the round point to the team that won the most 8-ball games that round!) and won Round #3 (46 - 44). Round points won and lost by both teams and total points will appear on next week's standing's list.

The league secretary can now determine the new averages for each player for the next week's competition. For example, Jim Passmore had 22 points in Week #1 and 22 points in Week #2 for a total of 44. Dividing 44 by the 6 games Jim has played thus far in the season results in a 7.33 average (rounded to 7). This new average will be the starting average for Jim in next week's play.

Forfeits: If a team reports that only four players will be playing their match, place their names on the top four lines on their side of the score sheet. Record the total handicaps as the total "Team Avg.", and record only the total of the first four individuals on the opposing team as that team's total "Team Avg.". Whenever a player faces the forfeited opponent, he receives a score of "10" in his slot, while an "F" is placed in the corresponding slot of the forfeited player. No average is to be updated for the forfeited player in the next week's statistics.

