BRIDGE HANDICAPS EXPLAINED

Handicapping in sports and games is a method of offsetting the varying abilities or characteristics of competitors in order to equalize their chances of winning.

Newcastle has been using the **Rapscore programme** (named after its author R.A. Palmer) since January 2014 which was when the club started using Compuscore2 (CS2). Members' existing handicaps were copied into the associated database at that time.

Any player that is not in our CS2 database automatically gets assigned a handicap of 50%. This is not seen as a problem because handicaps are only used for prizes in 3 week events and all handicaps are updated at the start of each month. (The handicaps can be changed manually if required.)

How the Rapscore Method Works

A player's handicap is a permanently rolling value, being refined with every session played.

For each session played it takes 95% of the existing handicap and 5% of your score in the current session to create the new handicap percentage. This means that any big wins or bad losses only have a small impact on your handicap. If you consistently improve, your handicap goes up slowly; if your form is fading, your handicap slowly reduces.

Consider these scores over 4 sessions with a starting handicap of 58.8%
-       Score   64.73, 52.88, 55.23, 44.21
-       Handicap   59.10, 58.79, 58.61, 57.89

Essentially, if you score less than your handicap it goes down, score above it, it goes up.

Your handicap is a reflection of your average score.

Calculating Handicap Results

Example 1

Robin's handicap is 50.59% and Jo's handicap is 49.87% for an average of 50.23%. They score a result of 66.85%.

Calculation: 50.23 – 50 = .23

Handicap result is   66.85 - .23 = 66.62%

Example 2

John's handicap is 49.33% and Ray's is 48.83%. Average is 49.08%. They score 52.6%

Calculation: 50 – 49.08= .92

Handicap result is   52.6 + .92 = 53.52%

50 is subtracted from any handicap above 50% and the difference is <u>subtracted</u> from the result to give the handicap result.

Any handicap below 50% is subtracted from 50 and the difference is <u>added</u> to the result to give the handicap result.

As a formula

Handicap Result = Score + (50 – handicap)