

## CHANGES TO 2010 SUMMER SESSION

In an effort to level the playing field we are making several changes to the summer session. If you have any questions, please feel free to call or e-mail us.

### Teams

1. **Minimum handicaps.** The strongest players (A+) will not be able to go lower than 80. The next level of strong players (A) will not be able to go lower than 75. A list of those players in each category will be distributed and available on the website.
2. **Team ratings.** Those teams which have consistently finished in the top *two* at the end of session (over the past four sessions) will be designated as AAA. Teams that have consistently finished in the top *four* will be designated as AA teams. All other teams will be designated as A teams. (Of course, we reserve the right to change any team to a higher designation depending on the overall skill level.)
3. **New handicap system.** AAA v. AA v. A

AAA v A            The A gets a minimum of 10 points per round, with no cap. For example, an AAA team with a total team handicap of 400 could end up giving a team with a total handicap of 325, 75 points (15 points per round). FYI – this league is not for teams whose total handicap only adds up to 250. Teams need to be able to field a total team handicap of at least 300.

AAA v AA (or AA. v A) The AA (or A) team gets a minimum of 5 points per round, up to 10 points.

AAA v AAA (AA v AA, A v A) These teams play even.

4. Because Thursday night is still geared for stronger teams, the lowest handicap for a player that an AAA team can have is 60. All other teams 50. This is to discourage teams from having that one really low player in order to skew the total team handicap.
5. **Review of system.** We will review standings and match results halfway thru session and make any necessary adjustments.
6. **Number of players.** All teams must have at least 7 players, and 7 must play the minimum number of matches to qualify. The required number of matches will depend on the length of session. This will be announced by the end of the second week. It will be a reasonable number of games.

7. This session you may place your players in any order in the lineup.
8. At the beginning of the match, both teams will exchange their lineups. (Home team no longer required to give lineup first.)

### **Playoffs**

1. The playoffs will be handicapped. The handicap will likely be a change in the race, depending on the team rating. AAA teams will still race to 13, other teams will likely have a lesser race.
2. Teams must play 6 players at a time, and rotate the line up. With 6 players playing, this means only 1 player will play 5 times, should the race go to the hill.

### **Top Guns – Invitational Top 16**

This year the top 16 highest handicaps at the end of session will be invited to compete in the Top Guns tournament. The tournament will also be handicapped to some extent. For example, A+ players will race to 5 and all others to 4. (This is just an example, and the actual race will be determined at a later date.)

All other players will be able to compete in the BB Guns tournament.