THE EQUALIZER® HANDICAP SYSTEM

SECTION 4

The APA developed its own unique handicap system, *The Equalizer®*, which makes it possible for players of all abilities to compete on a nearly even level. *The Equalizer®* requires lesser skilled players to win fewer games in 8-Ball, or earn fewer points in 9-Ball, to beat higher skilled opponents. In golf and bowling you give or get strokes or pins. In this League, you give or get games or points. The number of games or points players race to is determined by comparing their skill levels.

Accurate and conscientious scorekeeping is every member's greatest contribution to the smooth operation of *The Equalizer*® and to the prevention of handicap manipulation. *The Equalizer*® works best when every team keeps score properly. The only way a team can get away with manipulating *The Equalizer*® is **IF YOU LET THEM**. Your Local League Management uses information from the scoresheet you submit to evaluate handicaps. You improve the League by keeping score according to the book. Your efforts will be appreciated by your teammates, your fellow members, your Local League Management and the APA.

1. HOW HANDICAPS ARE DETERMINED

Your Local League Management reviews, calculates and updates players' skill levels on a regular basis. Your skill level (SL) determines how many games you have to win in 8-Ball, or points you must earn in 9-Ball, in order to win your match. Calculating skill levels involves a number of factors and the application of specific mathematical formulas. The factors considered include, but are not limited to, the data on the weekly scoresheets, win/loss records, Tournament performance, feedback from Handicap Advisory Committees, and other considerations.

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2. HOW TO GET STARTED

Effective, December 1, 2018 - All NEW players will start at a SL3. Before December 1, 2018, the starting skill levels for NEW players are:

- 8-Ball Ladies will start at a SL3; Gentlemen will start at a SL4.
- 9-Ball Ladies will start at a SL2; Gentlemen will start at a SL4.

NOTE: A SL1 in 9-Ball will begin as a SL2 in 8-Ball; a SL8 or SL9 in 9-Ball will begin as a SL7 in 8-Ball.

After your first match, your skill level is calculated. It is against the rules for a player to attempt to reestablish their skill level. You cannot rejoin the League or transfer to another League area and start playing as a non-rated player. You are obligated to disclose the fact that you are a former member or a current member in another League area and that you have an existing skill level.

3. GAMES MUST WIN CHARTS

Your skill level and that of your opponent will determine the number of games in 8-Ball or points in 9-Ball you will race to during your match. All scoresheets include a chart to assist you on League night.

8-Ball Games Must Win Chart

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Your	Opponent	

Skill	2	3	4	5	6	7
Level						
2	2/2	2/3	2/4	2/5	2/6	2/7
3	3/2	2/2	2/3	2/4	2/5	2/6
4	4/2	3/2	3/3	3/4	3/5	2/5
5	5/2	4/2	4/3	4/4	4/5	3/5
6	6/2	5/2	5/3	5/4	5/5	4/5
7	7/2	6/2	5/2	5/3	5/4	5/5
	2 3 4 5 6	Level 2 2/2 3 3/2 4 4/2 5 5/2 6 6/2	Level 2 2/2 2/3 3 3/2 2/2 4 4/2 3/2 5 5/2 4/2 6 6/2 5/2	Level Image: Control of the control	Level Image: Control of the control	Level Image: Control of the control

8-Ball Doubles Games Must Win Chart

	Your Opponent							
	Skill	6	7	8	9	10	11	12
You	Level	or						
		less						
	6 or less	2/2	2/3	2/3	2/4	2/4	2/5	2/5
	7	3/2	3/3	3/3	3/4	3/4	2/4	2/5
	8	3/2	3/3	3/3	3/4	3/4	3/5	3/5
	9	4/2	4/3	4/3	4/4	4/4	3/4	3/5
	10	4/2	4/3	4/3	4/4	4/4	3/4	3/5
	11	5/2	4/2	5/3	4/3	4/3	4/4	4/5
	12	5/2	5/2	5/3	5/3	5/3	5/4	5/5
	11	5/2	4/2	5/3	4/3	4/3	4/4	4/5

Find your skill level (singles) or combined skill level (doubles) along the left side of the chart and your opponent's skill level along the top of the chart. Track to the right from your skill level and down from your opponent's skill level until the two tracks meet. In that block, the first number is the number you race to, and the second is the number your opponent races to.

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9-Ball Points Required To Win Chart

Player's Skill Level	POINTS MUST WIN
1	14
2	19
3	25
4	31
5	38
6	46
7	55
8	65
9	75

9-Ball Doubles Points Required To Win Chart

Player's Skill Level	POINTS MUST WIN
4 or less	19
5	22
6	25
7	28
8	31
9	35
10	38
11	42
12	46

The charts indicate the number of points each skill level (singles) or combined skill level (doubles) is required to attain in order to win a match. The individual match is over once a player (singles) or team (doubles) attains the number of points indicated on the Points Required To Win Chart.

More information on $\textit{The Equalizer}^{\otimes}$ is available at poolplayers.com.