



## *The Future of Billiards*™

### **6PI Control Document**

**6PI-004 Rev 0 – October 8, 2008**

#### **DESCRIPTION**

**The 6 Pocket™ Level Play™ Handicapping System**

**Patent Pending**

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## **6PI-004 Rev 0; The 6 Pocket™ Level Play™ Handicapping System**

### **Purpose**

The purpose of this document is to describe the 6 Pocket™ (6 POCKET) Level Play™ Handicapping System, and define how individual Level Play™ handicap values are calculated.<sup>1</sup>

### **Level Play™ – A Description**

An essential ingredient of the 6 POCKET scoring and ranking methodologies<sup>2</sup>, the Level Play™ (LEVEL PLAY) handicapping system provides for the calculation of individual numeric LEVEL PLAY handicap values to be assigned to all types of 6 POCKET competitors, based on table size.<sup>3</sup>

### **Calculating LEVEL PLAY Values – A Definition**

Calculating the specific numeric LEVEL PLAY handicap values that are assigned to all types of 6 POCKET competitors depends on the determination (via recall of historical information stored by member record in the 6 Pocket, Inc. member database) of the following values/numbers for each individual competitor:

- The current 6 POCKET Best Possible Turn Score (BPTS) number for the table size under consideration,
- The rack-score and penalty point, if any, components from the highest ten (10) eligible<sup>4</sup> historical turn-scores (HTS) recorded by the individual competitor for the table size under consideration, and
- The rack-score and penalty point, if any, components from the single one (1) highest eligible historical turn-score (HS) recorded by the individual competitor for the table size under consideration.

<sup>1</sup> Please note that the calculation of the individual Level Play™ handicap value described is based on a proprietary algorithm in which all decimal results are rounded down to a single decimal place.

<sup>2</sup> The reader is referred to document 6PI-013; “6 Pocket™ Recreational Competition Scoring and Ranking Method” for details on how the Level Play™ handicap is used when determining a recreational competitor’s scores.

<sup>3</sup> The Level Play Handicapping System predicts values for 3.5 x 7 foot tables, 4 x 8 foot tables, and 4.5 x 9 foot tables based on scores submitted from competitions played on those table sizes.

<sup>4</sup> See document 6PI-015; “Level Play™ and the 6 Pocket Recreational Competitor” for details on score eligibility and how Level Play™ is deployed at the recreational level. For details on how Level Play impacts the 6PL Member, the A6PA Member and the P6PA Member, refer to documents 6PL-006; “Level Play™ and the 6 Pocket League™ Member”, A6PA-001; “Level Play™ and the Amateur 6 Pocket Association™ Member”, and P6PA-004; “Level Play™ and the Professional 6 Pocket Association™ Member”, respectively.

**Calculating LEVEL PLAY Values – A Definition, continued:**

Once these values and/or numbers have been determined for the table size under consideration, they are used to calculate the specific numeric LEVEL PLAY handicap value for the competitor by subtracting the sum of one-half (1/2) the delta of the rack-score less penalty points, if any, components of the HS minus the average of the rack-score less penalty points, if any, components of the second (2<sup>nd</sup>) through tenth (10<sup>th</sup>) turn scores (AHTS) and the AHTS, from the BPTS as follows:

$$\text{BPTS} - (.5(\text{HS}-\text{AHTS}) + \text{AHTS}) = \text{LEVEL PLAY VALUE}$$

The results of this calculation is said to be the individual competitor's LEVEL PLAY handicap, value, or number – for the table size under consideration.

The following example provides for the calculation of an individual competitor's LEVEL PLAY handicap on a 4 x 8 foot table:

1. The BPTS of record for a 4 x 8 foot table is 14.3.
2. The remainders of the rack-scores less penalty points, if any, for the HTS of record for this individual when playing on a 4 x 8 foot table are 11, 13, 12, 11, 12, 9, 11, 10, 8, and 8.
3. The HS from item 2. above is 13.

$$14.3 - (.5(13 - (11+12+11+12+9+11+10+8+8)/9) + (11+12+11+12+9+11+10+8+8)/9) = 2.6889 \text{ is rounded to } 2.6$$

The result of this calculation is that the individual competitor's LEVEL PLAY handicap, value, or number for a 4 x 8 foot table is said to be 2.6.

End of 6 Pocket™ Level Play™ Handicapping System Document

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