

This is being put out for all players input. Diveney Cues sponsored the 2017 Advanced Divisions by contributing an additional \$1,500 towards the Advanced Divisions payout as advertised on our flyer. Since the numbers were still down in the Advanced singles and teams, we want to put some ideas out there for you to vote on for our going forward with these divisions. Some stats for the last October tournament are provided below also.

OPTIONS:

1. Leave everything the same; continue with the Advanced divisions just the way they have been in the past and hope more of you sign up.
2. Drop Advanced Team Divisions all together.
3. Use the John Stich way of handicapping the Advanced division. Stich uses Master, AA, A, B, and C divisions. Stich gives each member of the team a point value based on their level of play and then the difference between the two teams playing each other is the handicap. If you played at Riverside last January, or know someone who has played in a Stich tournament, we recommend you talk to them, see how they liked this method.
4. Do away with **ALL** Adv/Open/Std Divisions and use the Stich handicap for one division for men and one division for women instead of just the Advanced Division.

GOTO THE CONTACT US BUTTON AND PUT “OPTION NUMBER _____” AND SEND. COMMENTS ARE WELCOME.

STATS FROM LAST OCTOBER’S TOURNAMENT:

Men’s Advanced teams: 6 total teams signed up in 2017 (7 teams previous year)

4 teams with all Advanced players,
2 had 3 Advanced

Totals were 22 Advanced players and 2 Open;

Women’s Advanced teams: 7 total teams signed up in 2017 (7 teams previous year)

0 teams with all Advanced,
4 had 3 Advanced,
2 had 2 Advanced,
1 had 1 Advanced & 1 Elite

Totals were 17 Advanced, 1 Elite, 10 Open

Men’s Open Teams, 50 teams in 2017 (36 teams previous year)

37 all Open (5 of these placed),
13 teams with 1 Advanced (7 of these teams placed)

Women’s Open Teams, 22 teams in 2017 (22 teams previous year)

13 all Open (2 of these placed),
9 teams with 1 Advanced (4 of these teams placed)