

Handicapping

All handicapping systems are designed to even the odds between players of different skill levels. In the Arachnid league system there are three handicapping methods. In X01 games, **Spot Points** uses the player's PPD and reduces the number of points a player has to get to win the game. In Cricket style games, **Spot Marks** reduces the amount of marks necessary to close a number. **Spot Darts** can be used for both game types. This method reduces the number of darts that the better player gets to throw.

Which is better? That is for you and your players to decide. The NDA currently uses Spot Marks and Spot Points. This document describes all of the handicapping systems available in the Arachnid League System. Not only does it explain how to set up each handicapping system but the rules and secrets behind them.

Spot Marks/Points

Spot Marks and Spot Points are used in all NDA sanctioned tournaments and leagues. They use the players' Marks Per Round (MPR) for cricket and Points Per Dart (PPD) for X01. When two or more players are on the same score their MPR/PPD's are averaged. This average is used instead of individual MPR/PPD.

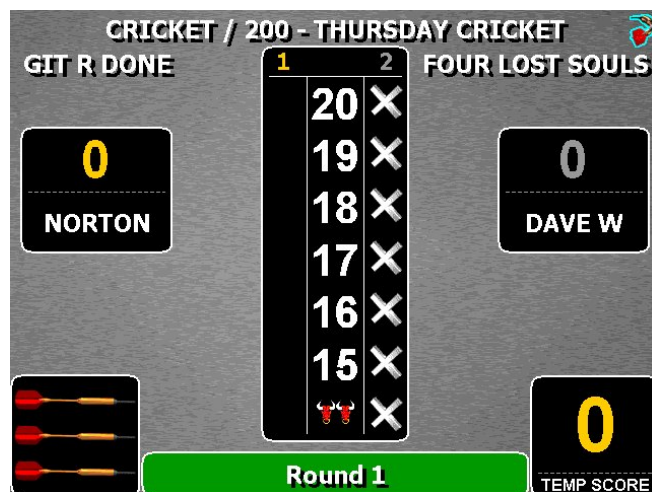
Spot Marks

Spot Marks is used only with Cricket style games. It uses the average Marks Per Round (MPR) of each player in the game. Multiple players on the same number will be averaged together to determine the "Team" MPR. The team, or player, with the lower MPR "deserves" the extra marks and will place them accordingly.

Starting marks are awarded based on a players MPR. The best player will not get any starting marks, but the rest of the players could have anywhere from one starting mark to 14 starting marks.

Using the SPOT MARK HANDICAPPING CHART, calculates the difference in MPR between the best player to the other player. Depending on the difference, it will choose column 1, 2, or 3, using the following criteria:

1. If both teams have a MPR average below 2.0, use Column 1.
2. If at least one team has a MPR of 2.0+, use Column 2
3. If both teams have a MPR of 3.0+, use Column 3.
4. In league play, average each team's MPR and use the appropriate Column.



COLUMN 1	COLUMN 2	COLUMN 3							
MPR AVE. 0-1.9	MPR AVE. 2.0+	BOTH TEAMS 3.0+							
MPR DIFFERENCE	MPR DIFFERENCE	MPR DIFFERENCE	20	19	18	17	16	15	BULL
0.0	0.0	0.0 - 0.1	000	000	000	000	000	000	000
0.1	0.1 - 0.2	0.2 - 0.3	X00	000	000	000	000	000	000
0.2	0.3	0.4 - 0.5	X00	000	000	000	000	000	X00
0.3	0.4 - 0.5	0.6 - 0.7	X00	X00	000	000	000	000	X00
0.4	0.6	0.8 - 0.9	X00	X00	X00	000	000	000	X00
0.5	0.7 - 0.8	1.0 - 1.1	X00	X00	X00	X00	000	000	X00
0.6	0.9	1.2 - 1.3	X00	X00	X00	X00	X00	000	X00
0.7	1.0 - 1.1	1.4 - 1.5	X00	X00	X00	X00	X00	X00	X00
0.8	1.2	1.6 - 1.7	XX0	X00	X00	X00	X00	X00	X00
0.9	1.3 - 1.4	1.8 - 1.9	XX0	XX0	X00	X00	X00	X00	X00
1.0	1.5	2.0 - 2.1	XX0	XX0	XX0	X00	X00	X00	X00
1.1	1.6 - 1.7	2.2 - 2.3	XX0	XX0	XX0	XX0	X00	X00	X00
1.2	1.8	2.4 - 2.5	XX0	XX0	XX0	XX0	XX0	X00	X00
1.3	1.9 - 2.0	2.6 - 2.7	XX0	XX0	XX0	XX0	XX0	XX0	X00
1.4+	2.1+	2.8+	XX0	XX0	XX0	XX0	XX0	XX0	XX0
Ave. - 14 Rds.	Ave. - 10 Rds.	Ave. - 8 Rds.							

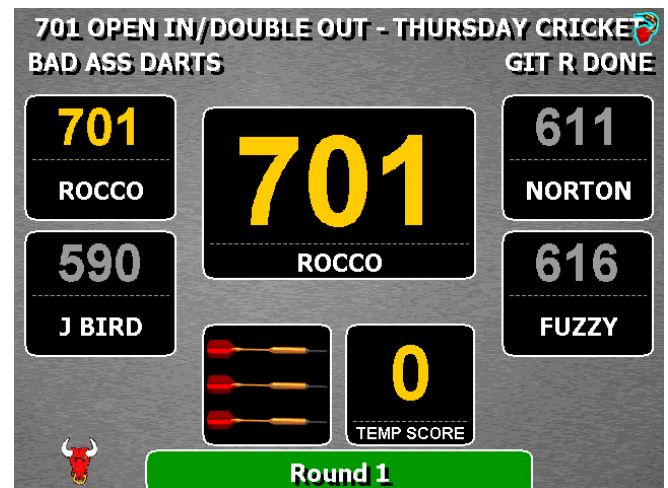
Cricket Spot Mark Handicapping Chart

Spot Points

Spot Points is a percentage based handicap method using a player's Points Per Dart (PPD). Using this method, each player is compared to the highest PPD in the game to determine their starting score. Players can use the NDA charts listed on the next few pages to determine starting scores, or they may calculate the starting score for each player using the following formula:

(Current Player's Start Score) = (Normal X01 Start Score)X(Current Player's PPD)/(Strongest Player's PPD)+0.5

Note: The Arachnid League System calculates these values automatically.



The Arachnid League System can also set up a minimum start score to be used for the weaker player's PPD. Our dartboards allow you to configure this from anywhere between 40% to 95% of the original score. The Arachnid League System automatically calculates these values using the following formula:

(Minimum Start Score) = (Normal X01 Start Score - 1)*(Minimum Start Percentage) + 1

The best player will always start at the highest X01 score. The rest of the players could have anywhere from the minimum starting score to equal with the highest player. Multiple players on the same number will be averaged together to determine the "Team" PPD. The dartboard will then determine who "deserves" the break on points. In this case the best "Team" will start at the highest X01 starting score.

301 Spot Point Chart

GAME OF 301

HIGHER PPD

	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
10	301	274	251	232	215	201	188	177	167	158	151	143	137	131	125	121	121	121	121	121	121	121	121	121	121	121	121	121	121	121	121
11	301	276	255	237	221	207	195	184	174	166	158	151	144	138	132	127	123	121	121	121	121	121	121	121	121	121	121	121	121	121	121
12	301	278	258	241	226	212	201	190	181	172	164	157	151	144	139	134	129	125	121	121	121	121	121	121	121	121	121	121	121	121	121
13	301	280	261	245	230	217	206	196	186	178	170	163	157	151	145	140	135	130	126	122	121	121	121	121	121	121	121	121	121	121	121
14	301	281	263	248	234	222	211	201	192	183	176	169	162	156	151	145	140	136	132	128	124	121	121	121	121	121	121	121	121	121	121
15	301	282	266	251	238	226	215	205	196	188	181	174	167	161	156	151	146	141	137	133	129	125	122	121	121	121	121	121	121	121	121
16	301	283	268	253	241	229	219	209	201	193	185	178	172	166	161	155	151	146	142	138	134	130	127	123	121	121	121	121	121	121	121
17	301	284	269	256	244	233	222	213	205	197	190	183	176	171	165	160	155	151	146	142	138	135	131	128	124	121	121	121	121	121	121
18	301	285	271	258	246	236	226	217	208	201	194	187	181	175	169	164	159	155	151	146	143	139	135	131	128	124	121	121	121	121	121
19	301	286	272	260	249	238	229	220	212	204	197	191	184	179	173	168	163	159	155	151	147	143	139	135	131	128	124	121	121	121	121
20	301	287	274	262	251	241	232	223	215	208	201	194	188	182	177	172	167	163	158	154	151	147	143	139	135	131	128	124	121	121	121
21	301	287	275	263	253	243	234	226	218	211	204	198	192	186	181	176	171	166	162	158	154	150	146	142	138	134	130	126	122	118	114
22	301	288	276	265	255	245	237	228	221	214	207	201	195	189	184	179	174	169	164	159	154	149	144	139	134	129	124	119	114	109	104
23	301	288	277	266	256	247	239	231	223	216	210	204	198	192	187	182	177	172	167	162	157	152	147	142	137	132	127	122	117	112	107
24	301	289	278	268	258	249	241	233	226	219	212	206	201	195	190	185	180	175	170	165	160	155	150	145	140	135	130	125	120	115	110
25	301	289	279	269	259	251	243	235	228	221	215	209	203	198	193	188	183	178	173	168	163	158	153	148	143	138	133	128	123	118	113
26	301	290	280	270	261	252	245	237	230	224	217	212	206	201	196	191	186	181	176	171	166	161	156	151	146	141	136	131	126	121	116
27	301	290	280	271	262	254	246	239	232	226	220	214	208	203	198	193	188	183	178	173	168	163	158	153	148	143	138	133	128	123	118
28	301	291	281	272	263	255	248	241	234	228	222	216	211	206	201	196	191	186	181	176	171	166	161	156	151	146	141	136	131	126	121
29	301	291	282	273	265	257	249	242	236	230	224	218	213	208	203	198	193	188	183	178	173	168	163	158	153	148	143	138	133	128	123
30	301	291	282	274	266	258	251	244	238	232	226	220	214	208	203	198	193	188	183	178	173	168	163	158	153	148	143	138	133	128	123
31	301	292	283	274	267	259	252	246	239	233	227	221	215	209	204	199	194	189	184	179	174	169	164	159	154	149	144	139	134	129	124
32	301	292	283	275	268	260	253	247	241	235	229	223	217	211	205	199	193	187	181	175	169	163	157	151	145	139	133	127	121	115	109
33	301	292	284	276	268	261	255	248	242	236	230	224	218	212	206	200	194	188	182	176	170	164	158	152	146	140	134	128	122	116	110
34	301	292	284	277	269	262	256	249	243	237	231	225	219	213	207	201	195	189	183	177	171	165	159	153	147	141	135	129	123	117	111
35	301	293	285	277	270	263	257	250	244	238	232	226	220	214	208	202	196	190	184	178	172	166	160	154	148	142	136	130	124	118	112
36	301	293	285	278	271	264	258	251	245	239	233	227	221	215	209	203	197	191	185	179	173	167	161	155	149	143	137	131	125	119	113
37	301	293	286	278	271	264	258	251	245	239	233	227	221	215	209	203	197	191	185	179	173	167	161	155	149	143	137	131	125	119	113
38	301	293	286	278	271	264	258	251	245	239	233	227	221	215	209	203	197	191	185	179	173	167	161	155	149	143	137	131	125	119	113
39	301	293	286	278	271	264	258	251	245	239	233	227	221	215	209	203	197	191	185	179	173	167	161	155	149	143	137	131	125	119	113
40	301	293	286	278	271	264	258	251	245	239	233	227	221	215	209	203	197	191	185	179	173	167	161	155	149	143	137	131	125	119	113

LOWER PPD

FORMULA FOR PPD

HPPD = HIGHER PPD OF THE TWO

LPPD = LOWER PPD OF THE TWO

= Max ((301 * LPPD/HPPD + 0.5) , (300 * MinPercent + 1.0))

+0.5 in first term is to round to the nearest percent. MinPercent defaults to 40.

501 Spot Point Chart

GAME OF 501

HIGHER PPD

	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
10	501	455	418	385	358	334	313	295	278	264	251	239	228	218	209	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
11	501	459	424	394	367	344	324	306	290	276	262	251	240	230	220	212	204	201	201	201	201	201	201	201	201	201	201	201	201	201	201
12	501	462	429	401	376	354	334	316	301	286	273	261	251	240	231	223	215	207	201	201	201	201	201	201	201	201	201	201	201	201	201
13	501	465	434	407	383	362	343	326	310	296	283	271	261	251	241	233	225	217	210	204	201	201	201	201	201	201	201	201	201	201	201
14	501	468	438	413	390	369	351	334	319	305	292	281	270	260	251	242	234	226	219	213	206	201	201	201	201	201	201	201	201	201	201
15	501	470	442	418	396	376	358	342	327	313	301	289	278	268	259	251	242	235	228	221	215	209	203	201	201	201	201	201	201	201	201
16	501	472	445	422	401	382	364	349	334	321	308	297	286	276	267	259	251	243	236	229	223	217	211	206	201	201	201	201	201	201	201
17	501	473	448	426	406	387	370	355	341	328	315	304	294	284	275	266	258	251	243	237	230	224	218	213	201	201	201	201	201	201	201
18	501	475	451	429	410	392	376	361	347	334	322	311	301	291	282	273	265	258	251	244	237	231	225	201	201	201	201	201	201	201	201
19	501	476	453	433	414	397	381	366	353	340	328	317	307	297	288	280	272	264	257	251	244	238	201	201	201	201	201	201	201	201	201
20	501	477	455	436	418	401	385	371	358	346	334	323	313	304	295	286	278	271	264	257	251	201	201	201	201	201	201	201	201	201	201
21	501	478	457	438	421	405	390	376	363	351	339	329	319	309	301	292	284	277	270	263	201	201	201	201	201	201	201	201	201	201	201
22	501	479	459	441	424	408	394	380	367	356	344	334	324	315	306	298	290	283	276	201	201	201	201	201	201	201	201	201	201	201	201
23	501	480	461	443	427	412	397	384	372	360	349	339	329	320	311	303	295	288	201	201	201	201	201	201	201	201	201	201	201	201	201
24	501	481	462	445	429	415	401	388	376	364	354	344	334	325	316	308	301	201	201	201	201	201	201	201	201	201	201	201	201	201	201
25	501	482	464	447	432	418	404	391	380	368	358	348	339	330	321	313	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
26	501	482	465	449	434	420	407	395	383	372	362	352	343	334	326	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
27	501	483	466	451	436	423	410	398	386	376	366	356	347	338	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
28	501	484	468	453	438	425	413	401	390	379	369	360	351	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
29	501	484	469	454	440	427	415	404	393	382	373	363	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
30	501	485	470	455	442	429	418	406	396	385	376	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
31	501	485	471	457	444	431	420	409	398	388	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
32	501	486	472	458	445	433	422	411	401	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
33	501	486	472	459	447	435	424	413	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
34	501	487	473	460	448	437	426	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
35	501	487	474	461	450	438	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
36	501	487	475	462	451	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
37	501	488	475	463	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
38	501	488	476	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
39	501	488	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
40	501	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201

LOWER PPD

FORMULA FOR PPD

HPPD = HIGHER PPD OF THE TWO

LPPD = LOWER PPD OF THE TWO

= Max ((501 * LPPD/HPPD + 0.5) , (500 * MinPercent + 1.0))

+0.5 in first term is to round to the nearest percent. MinPercent defaults to 40.

701 Spot Point Chart

GAME OF 701

HIGHER PPD

	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
10	701	637	584	539	501	467	438	412	389	369	351	334	319	305	292	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
11	701	643	593	551	514	482	454	428	406	386	367	351	335	321	308	297	286	281	281	281	281	281	281	281	281	281	281	281	281	281	281
12	701	647	601	561	526	495	467	443	421	401	382	366	351	336	324	312	300	290	281	281	281	281	281	281	281	281	281	281	281	281	281
13	701	651	608	570	536	506	480	456	434	414	396	380	365	351	338	325	314	304	294	285	281	281	281	281	281	281	281	281	281	281	281
14	701	654	613	577	545	517	491	467	446	427	409	393	377	363	351	338	327	317	307	297	289	281	281	281	281	281	281	281	281	281	281
15	701	657	619	584	553	526	501	478	457	438	421	404	389	376	363	351	339	329	319	309	300	292	284	281	281	281	281	281	281	281	281
16	701	660	623	590	561	534	510	488	467	449	431	415	401	387	374	362	351	340	330	320	312	303	295	288	281	281	281	281	281	281	281
17	701	662	627	596	567	542	518	497	477	458	441	426	411	397	384	372	361	351	340	331	322	314	306	298	281	281	281	281	281	281	281
18	701	664	631	601	574	549	526	505	485	467	451	435	421	407	394	382	371	361	351	341	332	324	315	281	281	281	281	281	281	281	281
19	701	666	634	605	579	555	533	512	493	476	459	444	430	416	404	392	381	370	360	351	342	333	281	281	281	281	281	281	281	281	281
20	701	668	637	610	584	561	539	519	501	483	467	452	438	425	412	401	389	379	369	359	351	281	281	281	281	281	281	281	281	281	281
21	701	669	640	613	589	566	545	526	508	491	475	460	446	433	421	409	398	387	377	368	281	281	281	281	281	281	281	281	281	281	281
22	701	671	643	617	593	571	551	532	514	497	482	467	454	441	428	417	406	395	386	281	281	281	281	281	281	281	281	281	281	281	281
23	701	672	645	620	597	576	556	537	520	504	489	474	461	448	436	424	413	403	281	281	281	281	281	281	281	281	281	281	281	281	281
24	701	673	647	623	601	580	561	543	526	510	495	481	467	455	443	431	421	281	281	281	281	281	281	281	281	281	281	281	281	281	281
25	701	674	649	626	604	584	565	548	531	515	501	487	474	461	449	438	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
26	701	675	651	628	608	588	570	552	536	521	506	493	480	467	456	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
27	701	676	653	631	611	591	574	557	541	526	512	498	485	473	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
28	701	677	654	633	613	595	577	561	545	530	517	503	491	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
29	701	678	656	635	616	598	581	565	549	535	521	508	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
30	701	678	657	637	619	601	584	568	553	539	526	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
31	701	679	659	639	621	604	587	572	557	543	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
32	701	680	660	641	623	606	590	575	561	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
33	701	680	661	643	625	609	593	578	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
34	701	681	662	644	627	611	596	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
35	701	682	663	646	629	613	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
36	701	682	664	647	631	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
37	701	683	665	648	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
38	701	683	666	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
39	701	683	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281
40	701	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281	281

LOWER PPD

FORMULA FOR PPD

HPPD = HIGHER PPD OF THE TWO

LPPD = LOWER PPD OF THE TWO

$$= \text{Max} ((701 * \text{LPPD}/\text{HPPD} + 0.5) , (700 * \text{MinPercent} + 1.0))$$

+0.5 in first term is to round to the nearest percent. MinPercent defaults to 40.

Spot Darts

The Spot Dart method is the original handicapping system created by the NDA. It was designed to give weaker players an initial starting advantage.

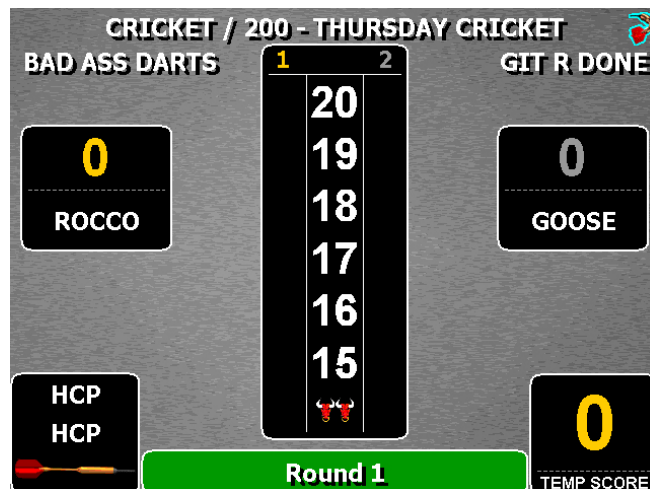
At the beginning of the game, the dartboard removes a number of darts from the better player. The number of darts taken away is determined by the weaker player's handicap. Depending on the number of spot darts allowed, it is possible that the better player may not shoot for several rounds.

Use the formula below to determine the number of darts taken away from the stronger player.

$$(\text{Weaker Player's Spot Darts}) - (\text{Stronger Player's Spot Darts}) = (\text{number of darts removed from the Stronger player})$$

Note: The Arachnid League System does these calculations automatically.

Within the Spot Dart method there are two ways to calculate spot darts: The **Bell Curve** - where the program calculates the partition's set points; and the **Lookup Table** - where the operator enters the partition set points. Choose which method to use during League Creation. Once finished, click on the **Handicap Setup** link under the League heading.



Definitions of Averages

Below are the various averages that can be used with any of the handicapping systems listed in this document.

Hits Per Round - The number of darts that hit active segments, divided by number of darts thrown.

Marks Per Dart - (MPD) The system for averaging the marks that a player earns each dart in a Cricket game. It is calculated by total marks earned, divided by the number of actual darts thrown.

Marks Per Round - (MPR) The system for averaging the marks that a player throws each turn in a game of Cricket. The higher the MPR, the better the player. It is calculated by taking the total marks scored divided by the actual darts thrown, then multiplying it by 3.

Points Per Dart - (PPD) The system for averaging the points that a player throws each dart in an '01 game. The higher the PPD, the better the player. It is calculated by total points scored, divided by the number of actual darts thrown.

Points Per Round Average - (PPR) The system for averaging the points that a player earns each turn in a game of X01. It is calculated by taking the total marks scored divided by the actual darts thrown, then multiplying it by 3.

Spot Darts Used - The number of Spot Darts that were actually applied to a player during a game.

Spot Points Used - The Spot Points that were actually applied to a player during a game.

Spot Round - The first or opening rounds of a spot handicapped game.

S.P.R.E.^(c) Average. The old NDA way of classifying a player's skill level. It is based upon feats achieved in 301 and Cricket games. The S.P.R.E. formulas are no longer used by the NDA. They are listed here for those that still wish to use this system.

301 S.P.R.E.^(c) Formula Example
(for 1990 thru 1992)

$$.5 (\text{Wins}) + 20 (6 \text{ Dart Outs}) + 9 (7 \text{ Dart Outs}) + 8 (8 \text{ Dart Outs}) \\ + 7 (9 \text{ Dart Outs}) + 3.5 (4\text{th Round Outs}) + 2 (\text{Low Tons}) \\ + 4 (\text{High Tons}) + 5 (\text{Hats})$$

Number Of Games Played

Cricket S.P.R.E.^(c) Formula Example
(for 1990 thru 1992)

$$.5 (\text{wins}) + .25 (\text{Assists}) + 17 (8 \text{ Dart Outs}) + 17 (9 \text{ Dart Outs}) \\ + 6.5 (\text{Whitehorses}) + 5.5 (9 \text{ Mark Rounds}) \\ + 4.5 (8 \text{ Mark Rounds}) + 3.5 (7 \text{ Mark Rounds}) \\ + 2.5 (6 \text{ Mark Rounds}) + 1.5 (5 \text{ Mark Rounds}) + 2.5 (\text{hatricks})$$

Number Of Games Played

S.S.P.R.E.^(c) Average. A system that allows the combining of Cricket, 301 and 501 stats to give a player one overall rank, instead of three separate ones. This has generally been superseded by Marks Per Round, and Points Per Dart ratings. S.S.P.R.E. uses the same weight system as S.P.R.E. Except that the weights are adjustable.

Note: The weight values listed in the formula below are the NDA standard weight values. Remember, these weight values are adjustable.

$$.5(X01 \text{ Wins}) + 20 (X01 6 \text{ Dart Outs}) + 9 (X01 7 \text{ Dart Outs}) + 8 (X01 8 \text{ Dart Outs}) \\ + 7 (X01 9 \text{ Dart Outs}) + 3.5 (X01 4\text{th Round Outs}) + 2 (\text{Low Tons}) + 4 (\text{High Tons}) + 5 (X01 \text{ Hatricks}) \\ + .5 (\text{Cricket Wins}) + .25 (\text{Assists}) + 17 (\text{Cricket } 8 \text{ Dart Outs}) + 17 (\text{Cricket } 9 \text{ Dart Outs}) + 6.5 (\text{Whitehorses}) \\ + 5.5 (9 \text{ Mark Rounds}) + 4.5 (8 \text{ Mark Rounds}) + 3.5 (7 \text{ Mark Rounds}) + 2.5 (6 \text{ Mark Rounds}) \\ + 1.5 (5 \text{ Mark Rounds}) + 2.5 (\text{Cricket Hatricks})$$

Total Games (or Total Weeks)