

# ONE POCKET HANDICAP RATING & COMPARISON SYSTEM

HANDICAP TITLE	EXPLANATION	VALUE	CREATE ADDITIONAL VALUE
9 - 8	Stronger opponent spots one ball after his inning is over and has pocketed a ball, both player go to 8 (11.10% edge per ball).	11.10%	
9 - 8 / 10 - 8	1/2 ball better than 9/8 or 1/2 less than 10/8.	16.70%	
10 - 8	Stronger opponent spots 2 balls after his inning is over and has pocketed a ball, both player go to 8.	22.20%	
11 - 8	Stronger opponent spots 3 balls after his inning is over and has pocketed a ball, both player go to 8.	33.30%	
10 - 9	Both players spot a ball to make it 9 - 8. A little less then standard 9 - 8.	9.00%	
8 - 7	Spotted player goes 7, this is better than 9 - 8. This leaves an additional ball on the table (13.3% edge per ball).	13.50%	
9 - 7	Spotted player goes 7, this is better than 9 - 8. No balls needed to be spotted.	27.00%	
10 - 7	Spot 1 ball after pocketed inning & go to 9.	40.50%	
11 - 7	Spot 2 balls after pocketed inning & go to 9.	54.00%	
12 - 6	Spot 2 balls after pocketed inning & go to 10 (15.5% edge per ball).	85.00%	
11 - 5	No balls need to be spotted (16.5% edge per ball).	99.00%	
The breaks	This is assuming you break well & put the balls in advantageous positions. Meaning, no corner ball leaks.	23.20%	A good break can win you the match--assuming both players are equal.
The hit & the pick	Break & pick any ball. It's better than the breaks & 8/7.	36.00%	Breaking harder to push more balls to your side knowing you can move the ball away nearest opponents pocket.
2 Pick & the Hit	Break & pick any 2 balls. It's better than the breaks & 8/6.	50.00%	Breaking harder to push more balls to your side knowing you can move a ball nearest opponents pocket.
Break & Spot a ball	Player breaks & spots any ball. This can help when a ball pops out to the opponents pocket.	27.00%	Depends on the players knowledge and creative level of the game, do not spot a ball that opens up a banking lane.
Freeze cue ball only on my break	On my break I'm allowed to freeze the cue ball to designated spot on the rail behind the stack.	29.00%	Break a little harder knowing you have a good chance to hook your opponent.
1 hit & the pick "Frozen cue ball"	Mark an ideal spot on the rail with a piece of chalk.	46.00%	Leaves the opponent trapped every break & stuck shooting off the rail. Mark a spot on the rail 2 1/2 balls passed 2nd diamond.
20 - 8 "The Gentle"	I call this the Gentle. I've seen him offer this spot to players & it feels like if you can hold a cue you can't lose, but you can.	222.00%	Spot the balls up table instead of down table--dramatically harder to run and can't be used to trap down table.
The Breaks (New balls/new cloth)	When cloth & balls are new, breaks can be dramatically worth more, 2-3 balls can get closer to the danger zone.	27.00%	Indeed depends on the players breaking level.
The Breaks (Old balls/new cloth)	This is only a hair better than standard breaks.	23.50%	Less friction on the table will cause balls to move further towards pocket.
The Breaks & breaker spots a ball	Break the balls and the breaker gets to choose a ball to move to the head spot.	17.00%	If you're not removing the closest ball to the opponents pocket--look for a ball that when removed opens up runnable balls.
The Breaks & both spot a ball	Break the balls and both players choose a ball to move to the head spot.	15.00%	Break harder making it hard to pick a ball for opponent. Two balls spotted can take away or add a bank.
The breaks & alternate pockets	Same as breaks with but with the hopes the lesser player has a weaker break to one side.	20.00%	Most players prefer one side, different dominant eyes or right handed players have more options to right pocket & vice versa.
1 stop & safe	Stronger player limited to running 1 ball and will have to play safe next. Forcing 8 minimum pocketing rounds.	250.00%	A pro can give this to an egg and still win. Push the balls up table to make them harder to be made.
1 stop	Only allowed to run one ball and will need to play safe in that same stroke.	300.00%	Push the balls up table.
2 stop	Limits players that can run balls well and creates an advantage for the mover.	200.00%	Use this spot when you have a player that can run balls very well but he can't move equally as well.
3 stop	This is the most common, take minimum of 3 running rounds to win.	150.00%	Use this spot when you have a player that can run balls very well but he can't move equally as well.
Ball in hand after missing	After every miss the ball is handed over to the weaker opponent.	1000.00%	Break harder for a better spread, but not so hard you leave a ball in opponents danger zone.
Ball in hand only after the break	Breaker takes ball in hand and runs as many balls as possible.	100.00%	Break very hard, even a bad player will get a few balls. Making it 8 - 5 with still a strong position to your pocket.
Every 2 wins add or subtract a ball	Every two games of 3 won, the better player adds a ball or if lost, subtract's a ball. Jay Pope came up with this.	30.00%	Could purposely lose and get to a point where you're the big favor and bet high from there. First setting a time limit.
Breaks w/ new cyclops balls	New cyclops balls appear to have a slightly better finish, balls spread better & rack better with less effort.	25.00%	Old school players do not like cyclops balls, they seem to believe they bank differently and the cue ball is lighter.
Kick Break	Kicking off opponents long rail freezing ball to stack. Very difficult but have seen it being a strong option.	28.00%	Many players forced to take a foul and or feel trapped more so then a conventional break.
Fouls don't count	An abstract spot that I give to my GF but can be given to very poor or beginner players.	150.00%	Constantly look for ways to freeze the cue ball to object balls or double up situations.
Ball in hand after running 4	I made this up, after the stronger player runs 4 balls--the weaker player gets ball in hand behind the kitchen.	100.00%	This needs to be tested, it can be used as a hustle. I would offer it and run 3 balls and attempt to hang the 4th.
Bank the hill ball	I made this up. Only the stronger player can win by banking the hill ball.	100.00%	I made this up to test on Chicago's Neil Jacobs because he banks so well. I would play him even with this spot.
Combo the hill ball	I made this up. Stronger player has to combo the last ball. Two balls must be always present on the table.	150.00%	You would have to allow a bank combo as well, or stipulate only a combo and no bank combo allowed.
2 to 1 on the money	Betting 5/10 get's you 5/20. Must be at least 50% better than your opponent to offer this.	50.00%	bet high to put extra pressure on your opponent, assuming you don't rattle at higher stakes.