

SSS Scoring

Each week 600 points are on offer if you are fast enough. Points are then converted to a percentage of 100.

If no runner in the category gets all 600 points, the top score in the category is converted to 100. The score for every other runner in that category is converted to a percentage of the top score. So if the top runner scores 500 points, they automatically receive 100, a runner with 400 points receives 80, a runner with 300 points receives 60, a runner with 200 points receives 40 etc, etc. However if the top runner only scores 400 points, they still automatically receive 100, a runner with 300 points receives 75, and a runner with 200 points receives 50.

If any runner in the category gets all 600 points, the fastest such finisher receives 100. For other runners who also score 600, their score is calculated by comparing their time with the winner's time. For other runners who score less than 600, there is a more complicated calculation. That calculation is:

Score = $(100 * \text{RunnerScore} * (\text{Fastest runner time} / 2700) / 600)$. Note: 2700 is the number of seconds in 45 minutes.

This calculation discounts their score for both the fact that they scored less than the top runner and that their time (notionally 45 minutes) was slower than the top runner.

For example, suppose three runners:

Runner A scores 600 points in 39:34 i.e. 2374 seconds

Runner B scores 600 points in 40:51 i.e. 2451 seconds.

Runner C scores 590 points. Their time is irrelevant.

The scoring is then calculated as:

Runner A, as the fastest finisher scores 100.

Runner B scores $2374 / 2451 = 97$ points (rounded). They were 3 per cent slower than Runner A and they score accordingly.

Runner C scores $100 * 590 * (2374 / 2700) / 600 = 86$ points (rounded)

The Course Setter each week automatically scores 100.

David Noble

10th November 2012