



SOUTH AFRICAN WESTERN MOUNTED GAMES ASSOCIATION

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Important Information – Overcount Principle

Dear SAWMGA Members,

With the new season now fully on the go, we found it prudent to remind everyone of the overcount principle.

The theory is that when, for a game, you achieve a time 1 (one) level better than your current level, it counts as an overcount of 1 (one). If you achieve a time 2 (two) levels better than your current level, it counts as an overcount of 2 (two). And so on. To illustrate this better, I will make use of some examples for a qualifier consisting of 5 (five) games:

Game	1		2		3		4		5		Total Overcount	New Level
	Level Entered	Level Achieved	Level Achieved	Overcount	Level Achieved	Overcount	Level Achieved	Overcount	Level Achieved	Overcount		
0	0	0	1	1	0	0	2	2	3	3	6	1
0	3	3	3	3	0	0	0	0	0	0	6	2
1	3	2	2	1	1	0	3	2	0	0	5	2
2	3	1	4	2	3	1	2	0	1	0	4	3
3	4	1	4	1	4	1	4	1	2	0	4	4
2	2	0	3	1	1	0	2	0	3	1	2	2