January 2026

Important League Announcement

After a detailed analysis of league history, Kay and Beth have concluded that the League is turning an exciting corner. Specifically, it is exiting its Growth Era and entering the ==Full Hive== Era.

In our judgment, it is time to introduce a new Points formula that is more apropriate for this new era.

To reflect this, we are introducing a new, carefully vetted Points formula, effective with Season 13 (yes, games 1 and 2 will be re-scored using the new formula).

New League Points formula
(drummmmm rollllll...pulling back the beehive themed cover...) Here is the new formula...

Points = POWER(Players / Rank, 0.585) * (1 + 0.05 * LN(1 + (TotalBuyins / 22)))
OR...for the mathemeticians among up...

$$Points = \left(\frac{n}{rank}\right)^{0.585} \times \left(1 + 0.05 \times \ln\left(1 + \frac{n + tnr}{22}\right)\right)$$

As was the case with the legacy formula, this formula will be applied to each player in each game, starting with Season 13.

How the new formula works (High Level)

The new formula has two main parts.

Part 1: Player Score

POWER(Players / Rank, 0.585)

This part of the formula measures how many players were in the game and where each finished, and it is the primary driver of Points. Finishing higher earns more points, finishing lower earns fewer points, and doing well in larger fields is rewarded more than doing well in smaller ones. The 0.585 exponent controls how steeply points drop as finishing position moves down the standings: wins are clearly rewarded, but strong non-winning finishes still carry meaningful value.

Part 2: Rebuy Friction Adjustment

* (1 + 0.05 * LN(1 + (TotalBuyins / 22)))

This part of the formula makes a small adjustment to the player score based on how rebuy-heavy the game was overall. Rebuys (as embedded in Total Buyins) make games harder to finish higher in (that is, they add friction) because players get extra chances to stay in the game. This adjustment applies equally to everyone in the same game and is intentionally

small, so it reflects added difficulty without overpowering finish position.

What the new formula is designed to do ?

Answer 1: Shift Points toward performance and away from mere participation.

Answer 2: Be the basis for a brand *new* award the League will implement in 2026, to be called the ==*Player of the Year (POY)*== award!!!!!!! More on this award in a future League Announcement!!

Important Note about the legacy formula:

Since league inception, Points have been calculated using the following formula:

10 * sqrt(n / rank) * (pow(1 + log10(pot / n + 0.25), 2)) / (1 + log10(totalcost + 0.25))

This formula rewarded *participation* generously because lower finishes carried a non-trivial weight. We were able to determine that the "participation reward", as measured by the average last place score across all games since league inception, was ~25, which equates to 200 points per season for players who attended all 8 games. This was appropriate when the league wanted to incentivize people to attend the games. The new formula shifts points to higher finishes away from participation. The main incentive in the new formula is this: play your stinging best!!

In closing...

We are making this change because late 2025 game attendance was calling for it.

ChatGPT helped us substantially to come up with the new formula.

If you have questions let us know what they are.

If you are a real formula nerd, we have a ready made question you can ask chatGPT to start an AI supported analsysis of the new and old. Careful, you could get sucked into a deep ground bees nest!!