Division One 2026: Order of Merit Run-In

What each player needs at the final (November) event

For Dave Thompson

He wins if Kirk scores 27 or less, Gez 28 or less, Paul and Anthony 35 or less, and Peter 36 or less. Every point he scores above 30 raises that bar by one. A score in the high 30s would leave Kirk and Gez needing a near season-best round.

Targets for every player

Player	Best 7 now	Lowest counting	Final total if Nov beats it	Nov score needed to pass 238
Dave Thompson	238	30	208 + Nov	**n/a (leader)**
Kirk Taylor	236	25	211 + Nov	**28 (27 ties)**
Gez Newsome	234	24	210 + Nov	**29 (28 ties)**
Paul Newsome	231	28	203 + Nov	36 (35 ties)
Anthony Harding	224	21	203 + Nov	36 (35 ties)
Peter Barry	230	28	202 + Nov	37 (36 ties)
Craig Whatsize	224	29	195 + Nov	44 (43 ties)
Steve Whiston	214	24	190 + Nov	49
Chris Shaw	212	26	186 + Nov	53
Dave Wiggett	210	25	185 + Nov	54
Jack Davis	189	20	169 + Nov	70
Sean Wynne	132	n/a	132 + Nov	107

The “needed” column assumes Thompson scores 30 or less, so he stays on 238. If he scores more than 30, everyone's target goes up by one point for every point he scores above 30.

Head-to-head targets

- **Kirk Taylor** wins outright with at least 28 and at least Thompson − 2. For example, if Thompson scores 36, Kirk needs 34.
- **Gez Newsome** wins outright with at least 29 and at least Thompson − 1. If Thompson scores 36, Gez needs 35.
- **Kirk vs Gez:** Kirk is one point ahead on the formula. Kirk finishes ahead if he matches Gez's score, they tie if Gez beats him by exactly 1, and Gez finishes ahead if he beats Kirk by 2 or more.
- **Paul Newsome and Anthony Harding** each need at least 36, at least Thompson + 6, Kirk's score + 9, and Gez's score + 8.
- **Peter Barry** needs at least 37 and at least Thompson + 7.
- **Craig Whatsize** needs at least 44 and at least Thompson + 14. The best score anyone has posted this season is 40, so this is a long shot.
- **Steve Whiston down to Sean Wynne** are effectively eliminated.