Level Play

Winner's handicap \ Loser's handicap	-4	-3.5	-3	-2.5	-2	-1.5	-1	-0.5	0	0.5	1	1.5	2	2.5	3	4	5	6	7	8	9	10	12	14	16	18	20	22	24
-4	10	6	3	2																									
-3.5	14	10	7	4	3	2	2																						
-3	17	13	10	7	5	4	3	3	2	2																			
-2.5	18	16	13	10	8	7	6	5	4	3	3	2	2																
-2		17	15	12	10	9	8	7	6	5	4	3	3	2	2														
-1.5		18	16	13	11	10	9	8	7	6	5	4	3	3	2	2													
-1		18	17	14	12	11	10	9	8	7	6	5	4	3	3	2	2												
-0.5			17	15	13	12	11	10	9	8	7	6	5	4	3	3	2	2											
0			18	16	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2										
0.5			18	17	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2									
1				17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2								
1.5				18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2							
2				18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	+2/-1						
2.5					18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	+2/-1	+2/-1					
3					18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	+3/-1	+2/-1	+2/-1				
4						18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	+3/-1	+3/-1	+2/-1	+2/-1			
5							18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	+4/-2	+3/-1	+3/-1	+2/-1	+2/-0		
6								18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	+5/-2	+4/-2	+3/-1	+3/-1	+2/-0	+2/-0	
7									18	18	17	17	16	15	14	13	12	11	10	9	8	7	+6/-3	+5/-2	+4/-2	+3/-1	+3/-0	+2/-0	+2/-0
8										18	18	17	17	16	15	14	13	12	11	10	9	8	+7/-3	+6/-3	+5/-2	+4/-2	+3/-0	+3/-0	+2/-0
9											18	18	17	17	16	15	14	13	12	11	10	9	+8/-4	+7/-3	+6/-3	+5/-2	+4/-0	+3/-0	+3/-0
10												18	18	17	17	16	15	14	13	12	11	10	+9/-4	+8/-4	+7/-3	+6/-3	+5/-0	+4/-0	+3/-0
12													18	18	17	17	16	15	14	13	12	11	+10/-5	+9/-4	+8/-4	+7/-3	+6/-0	+5/-0	+4/-0
14														18	18	17	17	16	15	14	13	12	+11/-5	+10/-5	+9/-4	+8/-4	+7/-0	+6/-0	+5/-0
16															18	18	17	17	16	15	14	13	+12/-6	+11/-5	+10/-5	+9/-4	+8/-0	+7/-0	+6/-0
18																18	18	17	17	16	15	14	+13/-6	+12/-6	+11/-5	+10/-5	+9/-0	+8/-0	+7/-0
20																	18	18	17	17	16	15	+14/-7	+13/-6	+12/-6	+11/-5	+10/-0	+9/-0	+8/-0
22																		18	18	17	17	16	+15/-7	+14/-7	+13/-6	+12/-6	+11/-0	+10/-0	+9/-0
24																			18	18	17	17	+16/-8	+15/-7	+14/-7	+13/-6	+12/-0	+11/-0	+10/-0

1

+1/-0

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Table A	
Trigger points	
Hcp	Index
-4	2600
-3.5	2400
-3	2250
-2.5	2100
-2	2000
-1.5	1950
-1	1900
-0.5	1850
0	1800
0.5	1750
1	1700
1.5	1650
2	1600
2.5	1550
3	1500
4	1450
5	1400
6	1350
7	1300
8	1250
9	1200
10	1150
12	1100
14	1050
16	1000
18	950
20	900
22	850
24	800

Handicap play

Loser's handicap - winner always gets +10

-4	-3.5	-3	-2.5	-2	-1.5	-1	-0.5	0	0.5	1	1.5	2	2.5	3	4	5	6	7	8	9	10	12	14	16	18	20	22	24
10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	+10/-5	+10/-5	+10/-5	+10/-5	+10/-0	+10/-0	+10/-0

Calculating your index changes …

1. Look at the table above and find the winner's handicap in the left column and the loser's handicap in the top row.
2. Follow across the row and down the column until the two meet. The number there is the change in index. If it is a single number, the winner adds that number and the loser subtracts that number. If it is two numbers, the winner adds the plus part and the loser subtracts the minus part. Example: Your handicap is 4 and your opponent's handicap is 7 … if you win you add 7 points and your opponent subtracts 7 points.
3. Enter the results of your game on the card and have your opponent initial your entry.
4. At the end of an event held over consecutive days, check your card to see if your Index has reached or passed the trigger point for a handicap higher or lower than your present handicap. If so, your handicap changes – enter your new handicap in Table C and have the Handicapper initial it. (In a long-running event, your handicap changes immediately your Index reaches or passes the trigger point).

Date	Event	Opponent's		Game			Index		Oppo'
		Name	Hcp	W/L	Score	l/h	+/-	New	Initials