

Index Changes in Level Singles Play

Loser's Handicap

	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	14	16
-6	10	7	4	2																	
-5	13	10	7	4	2																
-4	16	13	10	7	4	3	2									1					
-3	18	16	13	10	7	5	3	2													
-2		18	16	13	10	8	6	4	3	2											
-1			17	15	12	10	8	6	4	3	2										
0			18	17	14	12	10	8	6	4	3	2									
1				18	16	14	12	10	8	6	4	3	2								
2					17	16	14	12	10	8	6	4	3	2	2						
3						18	17	16	14	12	10	8	6	4	3	3	2	2			
4							18	17	16	14	12	10	8	6	5	4	3	3	2	2	
5								18	17	16	14	12	10	8	7	6	5	4	3	3	2
6									18	17	16	14	12	10	9	8	7	6	5	4	3
7										18	17	15	13	11	10	9	8	7	6	5	4
8											18	17	16	14	12	11	10	9	8	7	6
9												18	17	15	13	12	11	10	9	8	7
10													18	17	16	14	13	12	11	10	9
11														18	17	15	14	13	12	11	10
12															18	17	16	15	14	13	12
14																18	17	16	15	14	13
16																	18	17	17	16	15

Note: Players on a handicap of 14 or 16, do not lose index points

Index Changes in Level Doubles Games.

In level doubles games the combined handicaps are found for each side. The difference is found, then the table below shows the points gained by both winners and the points lost by both losers.

Difference in the combined handicaps	Larger combined handicaps won	Smaller combined handicaps won
0	5	5
1 to 3	6	4
4 to 6	7	3
7 to 9	8	2
10 or more	9	1

Note: Players on a handicap of 14 or 16, do not lose index points.

Trigger Points

-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	14	16
2800	2650	2500	2350	2200	2100	2000	1900	1800	1700	1600	1500	1400	1350	1300	1250	1200	1150	1100	1050	1000

Index Changes in Handicap Singles Games

In handicap singles games the winner's index increases by 10 and the loser's index decreases by 10 but players on a handicap of 14 or 16, do not lose index points.

Index Changes in Handicap Doubles games

In handicap doubles games the indexes of both winners increase by 5 points and the indexes of both losers decrease by 5 points but players on a handicap of 14 or 16, do not lose index points.

Extra Strokes in Handicap Games

Singles

Handicap difference	7-Point Game	13-Point Game	19-Point Game
0	0	0	0
1	1	1	1
2	1	2	3
3	2	3	4
4	2	4	6
5	3	5	7
6	3	6	9
7	4	7	10
8	4	8	12
9	5	9	13
10	5	10	15
11	6	11	16
12	6	12	18
13	7	13	19
14	8	14	20
15	8	15	22
16	9	16	23
17	9	17	25
18	10	18	26
19	10	19	28
20	11	20	29
21	11	21	31
22	12	22	32
23	12	23	34
24	13	24	35
25	13	25	37
26	14	26	38

In singles, the weaker player is allowed a number of extra turns equal to the difference between the players' handicaps for 13-point games and as shown in the table for 7- and 19-point games.

Doubles

Half Handicap difference	7-Point game	13-Point game	19-Point game
0	0	0	0
0.5	0	1	1
1	1	1	1
1.5	1	2	2
2	1	2	3
2.5	1	3	4
3	2	3	4
3.5	2	4	5
4	2	4	6
4.5	2	5	7
5	3	5	7
5.5	3	6	8
6	3	6	9
6.5	4	7	10
7	4	7	10
7.5	4	8	11
8	4	8	12
8.5	5	9	12
9	5	9	13
9.5	5	10	14
10	5	10	15
10.5	6	11	15
11	6	11	16
11.5	6	12	17
12	6	12	18
12.5	7	13	18
13	7	13	19

In doubles, extra strokes are given to a player, not a side. The lower (smaller) handicap on each side is subtracted from the higher handicap on the other side, and the difference is halved. The table above shows the number of extra strokes available to the higher handicapped player in each comparison. When two players on the same side have the same handicap, they decide in advance which will be considered the lower handicapped player for the application of this rule.