

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



**Association Croquet  
Automatic Handicapping System**

Name:

Association:

Club:

Handicap:

Please enter your name, Association, and Club as listed in the Yearbook

Handicap Changes			
Date	Handicap	Index	initial



# Index Changes in Singles Level Play

		Loser's handicap																																					
		-3	-2.5	-2	-1.5	-1	-0.5	0	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5	6	7	8	9	10	11	12	14	16	18	20	22	24								
Winner's handicap	-3	10	5	2																													-3						
	-2.5	15	10	6	3																												-2.5						
	-2	18	14	10	6	3	2																										-2						
	-1.5		17	14	10	7	4	3	2	2																							-1.5						
	-1			17	13	10	7	5	4	3	3	2	2									1											-1						
	-0.5				18	16	13	10	8	7	6	5	4	3	3	2	2																-0.5						
	0					17	15	12	10	9	8	7	6	5	4	3	3	2	2														0						
	0.5						18	16	13	11	10	9	8	7	6	5	4	3	3	2	2													0.5					
	1							18	17	14	12	11	10	9	8	7	6	5	4	3	3	2	2											1					
	1.5								17	15	13	12	11	10	9	8	7	6	5	4	3	3	2	2										1.5					
	2									18	16	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2								2					
	2.5										18	17	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2						2.5					
	3											17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2					3					
	3.5												18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2			3.5					
	4													18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2	4					
	4.5														18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	4.5					
	5															18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	5				
	6																18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	6			
	7																	18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	7		
	8																		18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	8	
	9																			18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	9
	10																				18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	10
	11																					18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	11
	12																						18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4
14																							18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	14
16																								18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	16
18																									18	18	17	17	16	15	14	13	12	11	10	9	8	7	18
20																										18	18	17	17	16	15	14	13	12	11	10	9	8	20
22																											18	18	17	17	16	15	14	13	12	11	10	9	22
24																												18	18	17	17	16	15	14	13	12	11	10	24
		-3	-2.5	-2	-1.5	-1	-0.5	0	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5	6	7	8	9	10	11	12	14	16	18	20	22	24								

# Trigger Points

Index	Hcap	Index	Hcap
3050	-3	1550	4.5
2800	-2.5	1500	5
2600	-2	1450	6
2400	-1.5	1400	7
2250	-1	1350	8
2100	-0.5	1300	9
2000	0	1250	10
1950	0.5	1200	11
1900	1	1150	12
1850	1.5	1100	14
1800	2	1050	16
1750	2.5	1000	18
1700	3	950	20
1650	3.5	900	22
1600	4	850	24

**Handicap changes:** The club or association handicapper will review the handicap card prior to an event. If the handicapper is not available, then the tournament manager will review the card to ensure the player is playing on the correct handicap.

**Trigger Points:** When a trigger point is reached, the handicap will change immediately. Your handicap changes when you reach a trigger point that is different from the one you have. For example, if your handicap is 8, the trigger point to move to 7 is 1400. Trigger point to move to 9 is 1300.

Record the date, event, opponent's name, opponent's handicap, W for win or L for Loss, score with your score recorded first, "L" for level play or "H" for handicap, +/- points, and new index. The opponent should check for accuracy and initial the card.

For "Level" play, look at the table to determine points gained or lost. Find the winner's handicap on the left side of the table. Follow across to the opponent's handicap in the top row. Where the two meet is the points gained/lost.

For all handicap games, add 10 points for a win and subtract 10 points for a loss.

The lowest index is 850. If the index drops below 850, then it is reset to 850.