



## FILLING IN YOUR GOLF CROQUET (GREEN) HANDICAP CARD

This following is adapted from the Croquet Association web-site:

**Qualifying games: all singles games** in Croquet Association Calendar Fixtures, Federation Leagues, inter-club contests (including friendlies) and internal club competitions played in accordance with the laws of the game. Friendly club games, walkovers and abandoned games are specifically excluded from the system.

**Initial handicap:** 12 for novices (index 0) or as set by the Club Handicapper (John Hobbs).

A player's index is changed after each **qualifying game** by increasing it after a win and decreasing it after a loss. A player's handicap is changed if the index moves through a trigger point.

For handicap games the winner's index increases by 10 and the loser's decreases by 10.

For level play games **Table 1** below is used to determine the number of points that are won/lost, by examining the row with the winner's handicap in the left-most column and then choosing the entry in the column under the loser's handicap.

**Table 1 – Index Changes (Level Games)**

		LOSER'S HANDICAP												
		0	1	2	3	4	5	6	7	8	9	10	11	12
WINNER'S HANDICAP	0	10	6	4	2	1	1	1	1	1	1	1	1	1
	1	14	10	7	4	3	3	2	2	1	1	1	1	1
	2	16	13	10	7	5	4	4	3	3	2	2	1	1
	3	18	16	13	10	8	7	6	5	4	4	3	3	2
	4	19	17	15	12	10	9	8	7	6	5	4	4	3
	5	19	17	16	13	11	10	9	8	7	6	5	4	4
	6	19	18	16	14	12	11	10	9	8	7	6	5	4
	7	19	18	17	15	13	12	11	10	9	8	7	6	5
	8	19	19	17	16	14	13	12	11	10	9	8	7	6
	9	19	19	18	16	15	14	13	12	11	10	9	8	7
	10	19	19	18	17	16	15	14	13	12	11	10	9	8
	11	19	19	19	17	16	16	15	14	13	12	11	10	9
	12	19	19	19	18	17	16	16	15	14	13	12	11	10

For example: player A (handicap 3) plays player B (handicap 8) in a level game. If A wins then their index goes up by 4 and B's down by 4. If B wins then their index goes up by 16 and A's down by 16.

**Note:** this Table is deliberately non-linear due to the points won/lost being calculated on the number of notional handicap steps (see CA website for more details) not handicap difference.

**Note:** A player's index cannot go below zero.

**Note:** This assumes you're playing 13-point games. Please consult the manager if you're playing 19-point or other format games.

If a player reaches or passes through the **trigger point** for a particular handicap in either direction that player adopts the handicap for that trigger point as set out in **Table 2**. Depending on the player's existing handicap this may or may not involve a handicap change. For example, if you started at 280 and finished at 320 your handicap is now 6. If you started at 280 and finished at 240 your handicap is now 7, and will become 8 if your index goes to 200 or below.

**Table 2 - Handicaps and Trigger Points**

Handicap	Trigger Point
0	1000
1	800
2	650
3	500
4	400
5	350
6	300
7	250
8	200
9	150
10	100
11	50
12	0

However, during a tournament you evaluate whether a **handicap change** is to be made *only at the end*, except if it lasts more than 4 days. In all other cases handicap changes become effective at the end of a day's play, *based on the index at the end of the day*.

If a **handicap change** is due please let the tournament manager know and get him to sign your card. If it's not as a result of a tournament or the manager is not available please get the Club Handicapper (John Hobbs) or Chairman (Jon Diamond) to sign your card and change your entry on the list of club members on our Notice Board.

**Example card:**

You started with index 72 (handicap 11) played Joe Bloggs who had handicap of 7 and you beat him 7 hoops to his 4 in a handicap game. For each handicap game you score or lose 10 points. So the columns across now read:

OPPONENT		GAME		INDEX	
Name	Hcp	h/l	Res	+/-	New
Joe Bloggs	7 Joe's handicap	H for handicap game	7 - 4 Put your score first, win or lose	+10 Each handicap game is 10 points	82 New index total= 72 + 10

Playing a best of three handicap games against Jane Doe with a handicap of 2 winning 7-0, 7-4

Jane Doe	2	H	7 - 0	10	92
Jane Doe	2	H	7 - 4	10	102

As an index of 102 is more than a trigger point (see Table 2) this means your handicap is now 10 and you should add a new entry to the front page with current date, Hcp=10, Index=102 and Init=initials of manager signing.

You then lose 7-4 to Bob Smith who has a handicap of 6

Bob Smith	6	H	4 - 7	-10	92
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92 is less than the trigger point of 100, but your handicap isn't increased to 11 until the *next* trigger point (50) is reached. [A handicap of 10 can have an index in the range 51-149.]

You then win 7-4 in a level game against Bob Smith who has a handicap of 6

Bob Smith	6	L	7 - 4	15	107
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You've passed through the trigger point again, but your handicap is already 10, so no change is required.

You then lose 7-3 in a level game against Joe Blue who has a handicap of 1

Joe Blue	1	L	3 - 7	-1	106
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