Fold ↓ Here

Table for exchange of points in LEVEL games. In HANDICAP games +/-10 points are exchanged.

Look up the LOSER'S Handicap in the TOP ROW; match with the WINNER'S Handicap in the SIDE COLUMN.

LOSERS reduce their Index, & WINNERS increase their Index, by the number of Points indicated.

	-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	
-3	10	5	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	-3
-2.5	15	10	6	3	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	-2.5
-2	18	14	10	6	3	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	-2
-1.5	19	17	14	10	7	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	-1.5
-1	19	19	17	13	10	7	5	4	3	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	-1
-0.5	19	19	18	16	13	10	8	7	6	5	4	3	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	-0.5
0	19	19	19	17	15	12	10	9	8	7	6	5	4	3	3	2	2	1	1	1	1	1	1	1	1	1	1	1	0
0.5	19	19	19	18	16	13	11	10	9	8	7	6	5	4	3	3	2	2	1	1	1	1	1	1	1	1	1	1	0.5
1	19	19	19	18	17	14	12	11	10	9	8	7	6	5	4	3	3	2	2	1	1	1	1	1	1	1	1	1	1
1.5	29	19	19	19	17	15	13	12	11	10	9	8	7	6	5	4	3	3	2	2	1	1	1	1	1	1	1	1	1.5
2	29	19	19	19	18	16	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2	1	1	1	1	1	1	1	2
2.5	19	19	19	19	18	17	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2	1	1	1	1	1	1	2.5
3	19	19	19	19	19	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2	1	1	1	1	1	3
3.5	19	19	19	19	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2	1	1	1	1	3.5
4	19	19	19	19	19	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2	1	1	1	4
4.5	19	19	19	19	19	19	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2	1	1	4.5
5	19	19	19	19	19	19	18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2	1	5
6	19	19	19	19	19	19	19	18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	2	6
7	19	19	19	19	19	19	19	19	18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2	7
8	19	19	19	19	19	19	19	19	19	18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	8
9	19	19	19	19	19	19	19	19	19	19	18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	9
10	19	19	19	19	19	19	19	19	19	19	19	18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	10
11	19	19	19	19	19	19	19	19	19	19	19	19	18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	11
12	19	19	19	19	19	19	19	19	19	19	19	19	19	18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	12
14	19	19	19	19	19	19	19	19	19	19	19	19	19	19	18	18	17	17	16	15	14	13	12	11	10	9	8	7	14
16	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	18	18	17	17	16	15	14	13	12	11	10	9	8	16
18	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	18	18	17	17	16	15	14	13	12	11	10	9	18
20	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	18	18	17	17	16	15	14	13	12	11	10	20
	-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	_



Association Croquet AHS Handicap Card

Name			
National	ID		
Club			
State	Handicap	Index	Date

Handicap Reviews

Date	Index	New Handicap	Authorised

Index Table Handicap Trigger Points											
Index											
3050	-3	1600	4								
2800	-2.5	1550	4.5								
2600	-2	1500	5								
2400	-1.5	1450	6 7 8								
2250	-1	1400									
2100	-0.5	1350									
2000	0	1300	9								
1950	0.5	1250	10								
1900	1	1200	11								
1850	1.5	1150	12								
1800	2	1100	14 16								
1750	2.6	1050									
1700	3	1000	18								
1650	3.5	950	20								
Record the Event & Date; Opponent											

Record the **Event** & Date; **Opponent**Name & **Hcap**; format - level **(L)** or hcap **(H)**; score; and won **(W)** or lost **(L)**

For **Level** games **look up the table** on the back to determine points to be exchanged For **Handicap** games **+/-10 points** are exchanged

Enter the points exchanged in the **Change**+/- box; then add or subtract from current index to get **New Index**

Handicap Changes:

The tournament or club handicapper will review this card **after** a tournament.

If a trigger is reached after the last game in a tournament or a game in a long-running competition your handicap will change. The **New Handicap** is recorded on the front of this card.

Triggers:

Your handicap changes when you reach the trigger point of a handicap that is different from your current one. For example: if your handicap is 8; the trigger to move to 7 is 1400; and the trigger to move to 9 is 1300.

The lowest index used is 900. If an index drops below that it is reset to 900.

	Date	Event	Opponent	Oppt Hcap	Lev / Hcap	Score	Won / Lost	Change +/-	New Index	Initial
)										
ne d										
u										
je										
je t										
in g										
9										
ger										