

INDEX TABLE HANDICAP TRIGGER		DATE & EVENT	YOUR HCP	OPPONENT		LEV HCP	SCORE	WON LOST	INDEX CHNGE +/-	NEW INDEX ↓	OPPT SIGN	DATE & EVENT	YOUR HCP	OPPONENT		LEV HCP	SCORE	WON LOST	INDE CHNG +/-	NEW INDEX ↓	OPPT SIGN	
INDEX	H'CP			NAME	HCP									NAME	HCP							
3050	-3																					
2800	-2.5																					
2600	-2																					
2400	-1.5																					
2250	-1																					
2100	-0.5																					
2000	0																					
1950	0.5																					
1900	1																					
1850	1.5																					
1800	2																					
1750	2.5																					
1700	3																					
1650	3.5																					
1600	4																					
1550	4.5																					
1500	5																					
1450	6																					
1400	7																					
1350	8																					
1300	9																					
1250	10																					
1200	11																					
1150	12																					
1125	13																					
1100	14																					

**DIVISION PLAY**

Division 1 -3 to 3.5  
 Division 2 4 to 9  
 Division 3 10 to 14

**SOCIAL PLAYERS**

may enter a tournament but must adopt a handicap of at least 14/1100.

**MATCH PLAYERS**

must present a card, and Tournament Managers are required to sight all cards just prior to & at the end of each tournament.

**WHEN DOES YOUR HANDICAP CHANGE ?**

Each handicap has its own trigger point. Your handicap will change when it reaches or passes on a trigger point which corresponds to a handicap different from your own current handicap.

Your Handicap may change after a **single game** in any tournament or prolonged competition (eg Pennants)

**HANDICAP RECORD**

Your handicap change must be checked and authorised by the Manager or Club Captain who should then notify the State Handicapper (THR form)

# TABLE FOR EXCHANGE OF INDEX POINTS FOR MATCH PLAYERS

**WINNERS** increase their index - **LOSERS** reduce their index

by the same number of points, if it is a single number. If there are two numbers, the loser subtracts the minus part.

		LEVEL PLAY														LOSER'S HANDICAP along this row															
		-3.0	-2.5	-2.0	-1.5	-1.0	-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	13	14				
<b>LEVEL PLAY</b>	<b>WINNER'S HANDICAP in this column</b>	-3.0	10	5	2																							-3.0			
	-2.5	15	10	6	3					1									1					1				-2.5			
	-2	18	14	10	6	3	2			1									1					1				-2			
	-1.5		17	14	10	7	4	3	2	2																		-1.5			
	-1.0			17	13	10	7	5	4	3	3	2	2															-1.0			
	-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/-1					2.5			
	3						17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	2/-1	2/-1				3			
	3.5						18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3/-1	2/-1	2/-1			3.5			
4						18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3/-1	3/-1	2/-1	2/-0	2/-0	4				
4.5							18	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4/-2	3/-1	3/-1	3/-0	2/-0	4.5				
5							18	18	17	17	16	15	14	13	12	11	10	9	8	7	6	5/-2	4/-2	3/-1	3/-0	3/-0	5				
6								18	18	17	17	16	15	14	13	12	11	10	9	8	7	6/-3	5/-2	4/-2	4/-0	3/-0	6				
7									18	18	17	17	16	15	14	13	12	11	10	9	8	7/-3	6/-3	5/-2	5/-0	4/-0	7				
8										18	18	17	17	16	15	14	13	12	11	10	9	8/-4	7/-3	6/-3	6/-0	5/-0	8				
9											18	18	17	17	16	15	14	13	12	11	10	9/-4	8/-4	7/-3	7/-0	6/-0	9				
10												18	18	17	17	16	15	14	13	12	11	10/-5	9/-4	8/-4	8/-0	7/-0	10				
11													18	18	17	17	16	15	14	13	12	11/-5	10/-5	9/-4	9/-0	8/-0	11				
12														18	18	17	17	16	15	14	13	12/-6	11/-5	10/-5	9/-0	9/-0	12				
13															18	18	17	17	16	15	14	13/-6	12/-6	11/-5	10/-0	9/-0	13				
14																18	18	17	17	16	15	14	13/-6	12/-6	11/-5	11/-0	10/-0	14			
		-3.0	-2.5	-2.0	-1.5	-1.0	-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	13	14				

## HANDICAP PLAY

		LOSER'S HANDICAP (WINNER always gets +10)																										
		-3.0	-2.5	-2.0	-1.5	-1.0	-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	13	14	
		-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-5	-5	-5	0	0



**RICOCHET**

QUEENSLAND INDEX  
HANDICAPPING SYSTEM

ISSUED APRIL 2017

## MATCH PLAYER'S CARD

Name
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Nat. ID. No	Date
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Club
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### HANDICAP REVIEW

H'cap	Index
Date	Authorised

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Transfer your last game entry to  
your next card.