



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

This following is adapted from the Croquet Association web-site (as at August 2023):

***It is most important that all players complete a card and keep it up to date. This is not for your benefit, but for your opponents, so that they can fill in their card accurately and know when their handicap should change.***

**Qualifying games: all singles games** in tournaments, our matches and internal club competitions. Friendly club games, walkovers and abandoned games are specifically excluded. If your handicap is 10 or more then please record all these other games, so that the Club Handicapper (Jon Diamond) can review your progress, but do not change the index for these.

**Initial handicap:** 12 for novices (index 1100) or as set by the Club Handicapper.

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 or Advantage** 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	14
0	10	8	6	4	3	2								
1	12	10	8	6	4	3	2					1		
2	14	12	10	8	6	4	3	2	2					
3	16	14	12	10	8	6	4	3	3	2	2			
4	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

For example: player A (handicap 3) plays player B (handicap 6) 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 (see CA website for more details). It also extends for handicaps below 0 and above 14 (see your handicap card for the full table), but we don't use these.

**Trigger point:** 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 1280 with a handicap of 9 and finished at 1320 your handicap is now 8. If you then lose some games and finish at 1290 you don't change to a handicap 9 until you get to 1250 or below. **So you don't flip flop through a trigger point.**

**Table 2 - Handicaps and Trigger Points**

Handicap	Trigger Point
0	2000
1	1900
2	1800
3	1700
4	1600
5	1500
6	1400
7	1350
8	1300
9	1250
10	1200
11	1150
12	1100
14	1050

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 please get the Club Handicapper to sign your card. *Also change your entry on the wall list of club members **and** notify the Secretary.*

**Example card:**

You started with index 1172 (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, whether you win or lose	+10 Each handicap game is always worth 10 points	1182 New index total = 1172 + 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	1192
Jane Doe	2	H	7 - 4	+10	1202

As an index of 1202 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=1202 and Init=initials of person signing.

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

Bob Smith	6	H	4 - 7	-10	1192
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1192 is less than the trigger point of 1200, but your handicap isn't increased to 11 until the *next* lower trigger point (1150) is passed through. [This means that a handicap of 10 can have an index in the range 1150-1149.]

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	1207
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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	1206
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