

Handicap Trigger points

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

For handicap games the winner's index increases by 10, the loser's decreases by 10 (whether a full game or 14, 18, or 22 points).

For level play games use the table below (again, for any length game). Calculate the number of steps difference in handicap. Then if the high handicap wins use column 2 to find the change in index; if the lower handicap wins, use column 3. The winner's index increases by the value in the table; the loser's index decreases by the same amount.

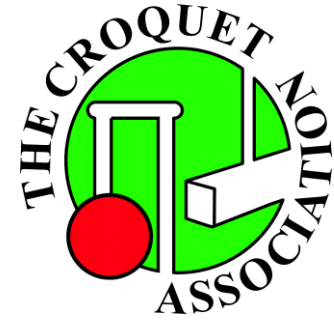
Level Play index change v handicap

Handicap Steps Difference	Index Change	
	High h'cap wins	Lower h'cap wins
0	10	10
1	11	9
2	12	8
3	13	7
4	14	6
5	15	5
6	16	4
7 or 8	17	3
9 or 10	18	2
11 or more	19	1

Please note that a step is 2 bisques for handicap over 12; 1 bisque for handicap 5 to 12; a ½ bisque from 0 to 5. For handicaps below 0 see the next table for the number of steps.

Notional steps for minus players

0 to -0.5	-0.5 to -1	-1 to -1.5	-1.5 to -2	-2 to -2.5	-2.5 to -3
2	3	3	4	4	5



**ASSOCIATION CROQUET
Handicap Card**

Card no.

Start date End date

Name

Date	H'cap	Index	Handicapper (<i>print</i>)

Key to overleaf: Hc = your opponent's handicap.
H/L = was the game Handicap or Level play?
+/- = index points gained or lost in the game.
New = cumulative index points tally.

Date	Opponent		Game		Index	
	Name	Hc	H/L	Score	+/-	New
Index brought forward from previous card:						

Date	Opponent		Game		Index	
	Name	Hc	H/L	Score	+/-	New

Index carried forward to next card:						