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.
Points are halved for 14-point games (with fractions rounded up)

	-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	19	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	19	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	

CROQUET AUSTRALIA

Association Croquet

AHS Handicap Card

Name			
National ID			
Club			
State	Index	Handicap	Date

Handicap Reviews

Date	Index	New Handicap	Authorised

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

Record the **Event** & D**ate; 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 exchanged
For **Handicap** games **+/-10 points** are exchanged
Points exchanged are halved for 14-point games

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 each event and each handicap change.
If a trigger is reached after a game 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