

## GC Handicaps

### Behind Your GC Handicaps

1. **Index Points are allocated after competition games. Handicaps are then based on the number of Index Points held by a player.**

For example, a handicap of 9 means the player has between 1200 and 1299 points.

2. **If you are playing a handicap game, all the handicapping is on the lawn (through extra turns or different starting scores). Win and lose points are then always +/-10 for singles (+/-5 each for doubles).**
3. **If you are playing a level play game, there is no handicapping on the lawn (as there are no extra turns). Handicaps are affected after the game with +/- points set by tables on the handicap card.** For singles players on the same handicap, points awarded are always +/-10. For players with different handicaps, a lower ranked winner receives higher points than 10, and vice versa.

For example, if a 9 handicap player beats a 5 handicap player, the points are +/- 15. Alternatively, if the 5 handicap (higher ranked) player wins, the points are only +/- 5.

NOTE: A similar system works for doubles but a different scale is used. For a level doubles game with teams having roughly equal handicaps (a combined handicap gap up to 3) the points are +/-5. When the combined handicap gap is greater than 3 the, +/- figures are variable. So when the higher ranked team wins, the change is less than 5 points for each player and when the lower ranked team wins the change is greater than 5 points.

4. **When calculating your new GC handicap, you need to be aware that “up” change points are actually in the middle of the next index range.**

For example, a player moving from a handicap of 10 to a handicap of 9 does so at an index Trigger Point of 1250. This is the middle of the 9 range. See illustration below.

**“Down” change points are below the bottom of the index range.** This prevents frequent handicap reversals, so a player needs to lose quite a few games before a change occurs.

For example, a player whose handicap changed from 10 to 9 when their index reached 1250 would need to lose 50 points before reaching the trigger point of 1200 and reverting to a handicap of 10.

**Index Ranges for  
Handicaps of 9 and 10 >**

Index	10 Hcp	9 Hcp
1300		
1250		
1200		
1150		