

GC Handicaps

(Note: Target Scores Advantage is currently being trialled).

Behind Your GC Handicaps

1. **Handicaps are used to give competitors an equal chance in games between stronger and weaker players.** They are calculated from the Index Points allocated to winners and losers when games are completed. The higher your points total, the lower your handicap will be.

For example, a handicap of 10 means a player has between 1151 and 1250 points.

2. **When you are playing a handicap game, the handicapping is done by using extra turns (or in an Advantage game, different starting or target scores).** Win and lose points are always +/-10 for singles (+/-5 each for doubles).

3. **In a level play game, both sides play as equals and the handicaps are only impacted after the game when the Index Points are allocated. Tables showing these are on your handicap card.** For singles players on the same handicap, points 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 higher ranked 5 handicap 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. Other gaps are shown on the card.

4. **Handicaps are allocated for different ranges of index points.** Some examples are shown at the bottom of the page where you'll see the higher your index the lower will be your handicap.

Going "up" the change points are set at the middle rather than at the start of an index range. This has been done to prevent frequent changes if indices drop soon after a handicap has improved. To get to a 10 handicap you need to reach 1200 Index Points but you can then lose up to 50 points before going back to your previous handicap.

Going "down" the change points are just below the bottom of your current index range. A player whose handicap had changed from 10 to 9 and then reached (say) 1268 Index Points would need to lose 68 points before reverting to 10 at the trigger point of 1200.

5. Examples of Key Index Points

Handicap	Index Range	Trigger Point (up)	Trigger Point (down)
12	1051 to 1150	1100	1050
11	1101 to 1200	1150	1100
10	1151 to 1250	1200	1150
9	1201 to 1300	1250	1200
8	1251 to 1350	1300	1250