OPPONENT		GAME		INDEX	
Name	Hc	h/l	Res	+/-	New

OPPONENT		GAME		INDEX	
Name	Hc	h/l	Res	+/-	New

Association Croquet

Handicap Card

Name…………………………………………………….

Date	H'cap	Index	Init	Date	H'cap	Index	Init

For handicap games the winner's index increases by 10, the loser's decreases by 10.

For level play games use the table below. Calculate the number of steps difference in handicap. Then, if the higher 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	
	Higher 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 from handicap 5 to 12; a 1/2 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

HANDICAP TRIGGER POINTS

Handicap	Index	Handicap	Index	Handicap	Index
-3.0	3050	2.0	1800	9	1300
-2.5	2800	2.5	1750	10	1250
-2.0	2600	3.0	1700	11	1200
-1.5	2400	3.5	1650	12	1150
-1.0	2250	4.0	1600	14	1100
-0.5	2100	4.5	1550	16	1050
0.0	2000	5	1500	18	1000
0.5	1950	6	1450	20	950
1.0	1900	7	1400	22	900
1.5	1850	8	1350	24	850

OPPONENT		**GAME**		**INDEX**	
Name	**Hc**	**h/l**	**Res**	**+/-**	**New**

OPPONENT		**GAME**		**INDEX**	
Name	**Hc**	**h/l**	**Res**	**+/-**	**New**