

Handicap 2008-9										
Division:					Date:					
Home:					Away:					
Player	Name			Handicap	Player	Name			Handicap	
A:	Matthew Syed			42	X:	Desmond Douglas			25	
B:	Chester Barnes			12	Y:	Gareth Herbert			30	
C:	Timo Boll			50	Z:	Donald Duck			10	
Match	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)		
	Handicap	1	2	3	4	Totals	Totals Inc. Hcap	Winner		
								Home	Away	
42 A v X 25	X + 17	11 - 5	11 - 8	11 - 5	11 - 6	44 - 24	44 - 41	1	0	
12 B v Y 30	B + 18	9 - 11	9 - 11	11 - 8	6 - 11	35 - 41	53 - 41	1	0	
50 C v Z 10	Z + 36	11 - 4	11 - 3	11 - 3	11 - 3	44 - 13	44 - 49	0	1	
12 B v X 25	Note: Maximum start of 36 applied in game C v Z above - see Note A									
10 A v Z 10	Scratch	9 - 11	9 - 11	11 - 9	11 - 9	40 - 40	40 - 40	Carry on		
50 C v Y 30	Y + 20	11 - 5	11 - 8	11 - 5	11 - 6	44 - 24	44 - 44	1	0	
	C wins in game above even though scores are level (Note B)									
12 B v Z 10										
50 C v X 25	X + 25									
42 A v Y 30	Y + 12									
Totals										
Match ended at		:	PM.	Winners:						

Players are handicapped according to their playing ability.

Each game is handicapped. The weaker player will have a start, the stronger player must attempt to catch up over 4 games.

The handicap difference should be entered in column (a).

This is worked out by subtracting the lower handicap from the higher handicap, for example:

Player A plays player X - player A has a handicap of 42, player X has a handicap of 25.

The difference is 17 so player X has a 17 start, the following is entered into column (a): **X +17**

Note A: The maximum start a player can have is 36.

Columns (b) to (e) to contain the scores from the four games.

Column (f) will contain the totals for the four games.

Column (g) contains the total including the handicap from column (a).

Column (h) shows whether the home or away player won the game.

Note B: In the event of a game being tied, the higher handicapped player wins having managed to reduce the handicap to 0. If the starting score was scratch then a fifth game is played.