

SC 2.6 - Calculating Handicaps

Pairs or individual players can be given a handicap according to their average percentage score over a period of time, by bringing their average up or down to 50%.

Example 1

A player who received these percentage scores over 5 weeks :

$$49.05\% + 44.77\% + 51.02\% + 46.45\% + 40.82\% = \text{total } 232.11\%$$

has an average score of 46.42%

$$\text{His handicap is therefore } 50.00 - 46.42 = + 3.58$$

His/her handicap result = actual percentage score + 3.58 (handicap)

If his next result is 48.40% then his handicapped result will be $48.40 + 3.58 = 51.98\%$

Example 2

A player who received these percentage scores over 5 weeks :

$$55.04\% + 51.63\% + 47.97\% + 59.32\% + 57.48\% = \text{total } 271.44\%$$

has an average score of 54.29%

$$\text{His handicap is therefore } 50.00 - 54.29 = - 4.29$$

His handicap result = actual percentage score - 4.29 (handicap)

If his next result is 53.70% then his handicapped result will be $53.70 - 4.29 = 49.41\%$

A player can be given a handicap after playing at least 5 times in a club.

The handicap is usually recalculated after 10 weeks, leaving out the worst and the best result and averaging the remaining 8 scores.

Handicaps should be reviewed regularly, always taking the last 10 results.

It is best to give each player an individual handicap (even if playing consistently with the same partner).

This handicap can be used when playing occasionally with someone else.

Handicap for a pair should be the average handicap between the two.

$$\text{Player 1} = -3.58 \quad \text{Player 2} = + 4.29 \quad \text{Pair handicap} = +0.35$$

