

## Guide to Completing a Handicap Card

The following is an extract from the handicap card of Dahlia Middleton at a fictional Summer Tournament, which consists of handicap and class (level play) events.

The names of Dahlia's opponents are recorded in the first column and their handicaps are recorded in the second column.

OPPONENT		GAME		INDEX	
Name	Hcp	h/l	Res	+/-	New
<i>Maynard, Vita</i>	14	h	-10	-10	1695
<i>Middleton, Cpt. Edmund</i>	20	h	+4	+10	1705
<i>Lockwood, James</i>	3.5	lp	+17	+10	1695
<i>Ramjak, Vedad</i>	12	h	-2	-10	1685
<i>Le Fleming-Shepard, Tom</i>	10	h	-26	-10	1675
<i>Webber, John</i>	16	h	+1	+10	1685
<i>Chappel, Gerald</i>	4	lp	+20	+9	1694
<i>Jowett, Dr Adrian</i>	5	lp	-26	-13	1681
<i>Chappel, Suzan</i>	12	h	+5	+10	1691
<i>Patterson, Victoria</i>	0	lp	+26	+17	1708

NOTE: Although Dahlia's index has crossed a trigger point, her handicap will only change if it is past the trigger point at the end of the tournament.

The first column records whether the game was played as a handicap game ("h") or level play ("lp"). The second column records the score: a win to Dahlia is prefaced by a "+" and a loss by a "-".

The change to Dahlia's index is recorded in the first column and her new index, after the change, is recorded in the second column.