

Handicap 2011-2012										
Round:							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	
		(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	
Match	Handicap	1	2	3	4	Totals	Totals Inc. Hcap	Winner		
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 + 32	11 - 4	11 - 3	11 - 3	11 - 3	44 - 13	44 - 51	0	1	
12 B v X 25	Note: Maximum start of 34 applied in game C v Z above - see Note									
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 eg

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

The difference is 17 so X has a 17 start so X + 17 is entered in column (a)

Note A: The maximum start a player can have is 34

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 start score was scratch then a fifth game is played.

