1	game	Date	OPPONENT		INDEX	
res	type		Name	hcp	+/-	new

2	game	Date	OPPONENT		INDEX	
res	type		Name	hcp	+/-	new

Table 1 Advanced & Level play

Index Change		
Step difference	Higher wins	lower wins
0	10 (5)	10 (5)
1	11 (6)	9 (4)
2	12 (6)	8 (4)
3	13 (7)	7 (3)
4	14 (7)	6 (3)
5	15 (8)	5 (2)
6	16 (8)	4 (2)
7 or 8	17 (9)	3 (1)
9 or 10	18 (9)	2 (1)
11 or >	19 (9)	1 (1)

Table 2 Handicap play

Step difference	Winner	Loser
all	10 (5)	10 (5)

Trigger points

HCP	Index	Step	HCP	Index	Step
-3 (-1½)	3050	-21	4½ (2½)	1550	9
-2½ (-1½)	2800	-16	5 (2½)	1500	10
-2 (-1)	2600	-12	6 (3)	1450	11
-1½ (-1)	2400	-8	7 (4)	1400	12
-1 (-½)	2250	-5	8 (4½)	1350	13
-½ (0)	2100	-2	9 (5)	1300	14
0 (0)	2000	0	10 (5½)	1250	15
½ (½)	1950	1	11 (6)	1200	16
1 (½)	1900	2	12 (6½)	1150	17
1½ (1)	1850	3	14 (7½)	1100	18
2 (1)	1800	4	16 (8½)	1050	19
2½ (1½)	1750	5	18 (9½)	1000	20
3 (1½)	1700	6	20 (11)	950	21
3½ (2)	1650	7	22 (13)	900	22
4 (2)	1600	8	24 (15)	850	23

3	game	Date	OPPONENT	INDEX

4	game	Date	OPPONENT	INDEX

ACF Handicap Card 2006

res	type		Name	hcp	+/-	new

res	type		Name	hcp	+/-	new

CROQUET FEDERATION AUSTRIA

1. Calculate the step difference.

2a. For **level and advanced level play use table 1**. Then, if the higher step wins use column 2 to determine the change in index points; if the lower step wins use column 3. Both players gain or lose the same number of index points.

2b. For **handicap play use table 2**.
The winner always wins 10 (5) points. The loser's index point loss is dependent on the step difference (use column 3).

3. All figures in **brackets** correspond to **14 pt games**.

4. Handicap changes must be signed off by a member of the Commission Sportive.

Date	H'cap	Index	Signature

1	game	Date	OPPONENT		INDEX	
res	type		Name	hcp	+/-	new
		Jul.05	*Einstufung in southwick*			950
-14	AC	22.Okt	*Leopold*	7	-2	948
-12	AC	22.Okt	Klaus	5	-1	947
11	AC	23.Okt	Georg	24	8	955
-17	AC	23.Okt	Heinz	11	-5	950
12	AC		Klaus	5	19	969
-11	AC		Georg	24	-12	957
1	H		Klaus	5	10	967
-1	H		Klaus	5	-10	957

2	game	Date	OPPONENT		INDEX	
res	type		Name	hcp	+/-	new

3	game	Date	OPPONENT	INDEX

4	game	Date	OPPONENT	INDEX

Table 1 Advanced & Level play

Index Change		
Step difference	**Higher wins**	**lower wins**
0	10 (5)	10 (5)
1	11 (6)	9 (4)
2	12 (6)	8 (4)
3	13 (7)	7 (3)
4	14 (7)	6 (3)
5	15 (8)	5 (2)
6	16 (8)	4 (2)
7 or 8	17 (9)	3 (1)
9 or 10	18 (9)	2 (1)
11 or >	19 (9)	1 (1)

Table 2 Handicap play

Step difference	Winner	Loser
0 to 5	10 (5)	10 (5)
6 to 10	10 (5)	8 (4)
11 to 15	10 (5)	6 (3)
16 to 20	10 (5)	4 (2)
21 to 44	10 (5)	2 (1)

Trigger points

HCP	Index	Step	HCP	Index	Step
-3 (-1½)	3050	-21	4½ (2½)	1550	9
-2½ (-1½)	2800	-16	5 (2½)	1500	10
-2 (-1)	2600	-12	6 (3)	1450	11
-1½ (-1)	2400	-8	7 (4)	1400	12
-1 (-½)	2250	-5	8 (4½)	1350	13
-½ (0)	2100	-2	9 (5)	1300	14
0 (0)	2000	0	10 (5½)	1250	15
½ (½)	1950	1	11 (6)	1200	16
1 (½)	1900	2	12 (6½)	1150	17
1½ (1)	1850	3	14 (7½)	1100	18
2 (1)	1800	4	16 (8½)	1050	19
2½ (1½)	1750	5	18 (9½)	1000	20
3 (1½)	1700	6	20 (11)	950	21
3½ (2)	1650	7	22 (13)	900	22
4 (2)	1600	8	24 (15)	850	23

ACF Handicap Card 2006

res	type		Name	hcp	+/-	new

res	type		Name	hcp	+/-	new

CROQUET FEDERATION AUSTRIA

1. Calculate the step difference.

2a. For **level and advanced level play use table 1**. Then, if the higher step wins use column 2 to determine the change in index points; if the lower step wins use column 3. Both players gain or lose the same number of index points.

2b. For **handicap play use table 2**.
The winner always wins 10 (5) points. The loser's index point loss is dependent on the step difference (use column 3).

3. All figures in **brackets** correspond to **14 pt games**.

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Date	H'cap	Index	Signature