

Guidelines for Club Handicaps derived from the NW Federation's Workshop

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- A) Clubs should have a notice in the club with all handicaps in all disciplines displayed. Members need to update this list and keep it current.
- B) All games contested at singles in CA Calendar Fixtures, Federation Leagues or events, Inter-club contests, and Designated Club Competitions qualify within the AHS system & should be recorded onto both players' cards. (Note I).
- C) Educate your players to offer their card to the manager on arrival at any event. It is good practice for that manager to list player's indices as well as their handicaps. The net change of indices should be Zero over the event.
- D) Duties of the Club Handicapper.
1. Remind club members to update their handicap on CA Website. (Assuming they are CA members). Handicappers should advise CA of changes they make under the guidelines to any such CA Member.
 2. Setting beginners handicaps is very important. Use standard tests for setting initial handicap, see below. Starting handicaps at the allowed Maximum for that discipline without testing, introduces problems to the AHS. It takes too long to sort itself out – use the tests!
 3. AHS requires a minimum of 10 games per year by the player to work efficiently.
 4. AC Handicap to Short Handicap and GC Handicap translation – Once done, separate Short card / GC Card should be maintained in their own right. Once an AC handicap is translated onto separate cards there can be no further change to the players other cards by a change under the AHS to only one card unless a handicapper intervenes. (Note II)
The club handicapper is charged with keeping their club member's various cards balanced.
 5. Be aware of games being played which are not recorded on handicap cards. Playing within a club situation may skew handicaps. In particular the GC system is immature. Playing a vast number of non-recorded games within a club increases ability, but does not automatically bring handicap down. However handicappers should take note of obvious improvements that may warrant a reduction.
- E) Altering Handicaps (AC).
1. Where practicable, before altering a player's handicap, a handicapper should consult with any other handicapper who has changed that player's handicap in the last three months.
 2. Handicaps above 8; When a player's handicap is so altered, his index is reset to the trigger point corresponding to that handicap. A Handicapper who is considering setting or altering a handicap above 8 should normally ask the player to complete the test described in [Setting an Initial Handicap](#). However, the Handicapper should also have regard to the player's ability to hit roquets, general tactical knowledge, and the results of any qualifying games played.
 3. Handicaps from 0 to 8; Only [CA Handicappers](#) may alter and set Handicaps in this range. However, [Club Handicappers](#) may recommend such changes to a CA Handicapper but it will not take effect until confirmed by the CA Handicapper.
 4. Minus Players; Handicappers may not alter or set minus handicaps. In exceptional circumstances, the Chairman of the Handicap Committee, on the recommendation of a CA Handicapper, may alter or set minus handicaps.

Any such change must be by at least 3 steps and based on a period of 10 or more consecutive Qualifying Games. Qualifying Games are games that count in the AHS.

(<https://www.croquet.org.uk/?p=association/achandicapping/non-automatic.html>)

Question: Why do we have a handicap system?

Reason : To make the game better.

Setting Initial Handicap - Golf

It is the [Club Handicapper's](#) duty to allocate a fair handicap for players who are new to golf croquet or who do not have an existing handicap. Tables 3 and 4 are provided as an aid to this process. This does not absolve the Club Handicapper from the need to watch new players carefully and adjust their handicap if necessary. Table 3 can be used for Association Croquet players with a handicap of less than 10.

<i>Table 3: for Association Croquet players with handicap below 10</i>	
Association Croquet Handicap	Golf Croquet Handicap
Lower than -1 or extremely proven record in golf croquet	1
-1 to 0 or reasonable proven record in golf croquet	2
0.5 to 1.5	3
2 to 3	4
3.5 to 5	5
6 to 9	6

Golf Test, for players new to croquet or for Association Croquet players with a handicap of 10 or more. Start the player from corner four and count the number of strokes required to run hoops one to six inclusive, completing the exercise three times to the best of the player's ability. Table 4 is then used to convert the aggregate number of strokes taken for the three exercises into an initial handicap. If the player's aggregate is less than 50 the player's handicap should be separately assessed.

<i>Table 4: for players new to croquet or Association Croquet players with handicap 10+</i>		
Strokes taken	Handicap	Index Awarded
50 – 54	7	250
55 – 60	8	200
61 – 64	9	150
64 – 70	10	100
71 – 78	11	50
>79	12	0

The number of handicap steps between handicap levels is shown in Table 2 below. A player's index can't go below zero.

Maintaining Handicap - Golf

Table 2: Handicap, Steps and Trigger Points

Handicap	Trigger Point	Steps Difference	Points Change
0	1000	4	200
1	800	3	150
2	650	3	150
3	500	2	100
4	400	1	50
5	350	1	50
6	300	1	50
7	250	1	50
8	200	1	50
9	150	1	50
10	100	1	50
11	50	1	50
12	0		

Qualifying games

A player's index is changed after each [qualifying game](#) by increasing it after a win and decreasing it after a loss. For handicap games the winner's index increases by 10 and the loser's index decreases by 10. For level play games Table 1 below should be used to determine the number of points that are exchanged.

Table 1: index points in level play games

		LOSER'S HANDICAP												
		0	1	2	3	4	5	6	7	8	9	10	11	12
WINNER'S HANDICAP	0	10	6	4	2	1	1	1	1	1	1	1	1	1
	1	14	10	7	4	3	3	2	2	1	1	1	1	1
	2	16	13	10	7	5	4	4	3	3	2	2	1	1
	3	18	16	13	10	8	7	6	5	4	4	3	3	2
	4	19	17	15	12	10	9	8	7	6	5	4	4	3
	5	19	17	16	13	11	10	9	8	7	6	5	4	4
	6	19	18	16	14	12	11	10	9	8	7	6	5	4
	7	19	18	17	15	13	12	11	10	9	8	7	6	5
	8	19	19	17	16	14	13	12	11	10	9	8	7	6
	9	19	19	18	16	15	14	13	12	11	10	9	8	7
	10	19	19	18	17	16	15	14	13	12	11	10	9	8
	11	19	19	19	17	16	16	15	14	13	12	11	10	9
	12	19	19	19	18	17	16	16	15	14	13	12	11	10

Qualifying games are all singles games in CA Calendar Fixtures, Federation Leagues, Inter-club contests (including friendlies) and internal club competitions played in accordance with the laws of the game. Friendly club games, walkovers and abandoned games are specifically excluded from the system. If a player reaches or passes through the [trigger point](#) for a particular handicap in either direction that player adopts the handicap for that trigger point as set out in Table 2. Depending on the player's existing handicap this may or may not involve a handicap change.

Setting Initial Handicap - Association

A handicapper will have to watch the player play a number of games and ask himself how many bisques the player needs to win half his games against opponents he is likely to play.

The following **test** may be used, as guidance for the handicapper. Set the hoops according to Tournament Regulations, the balls should be placed on court as if the standard opening had been played and the tice missed on the fourth turn. Thus, two partner balls should be placed about three yards apart on the East boundary near hoop 4. One of the other balls should be placed in the tice position near hoop 1 on the West boundary and the final ball should be placed in corner II.

The player whose handicap is being assessed should then construct and play a four-ball break to peg, finishing with a tidy leave. Each attempt should be continued to the peg even if disaster strikes along the way.

The total number of bisques used to complete this exercise should be noted and the exercise should be repeated about 5 times. The handicapper may disregard the first two attempts if he considers that the player performed poorly due to lack of familiarity with the exercise.

To calculate the player's handicap the handicapper averages the number of bisques taken to complete the exercise and then subtracts one bisque. The result is then multiplied by two and rounded to the nearest integer to give the appropriate handicap for the player.

In all other cases

A handicapper will have to watch the player play a number of games and ask himself how many bisques the player needs to win half his games.

Handicap	Index	Handicap	Index	Handicap	Index
-3	3050	2	1800	9	1300
-2 ½	2800	2 ½	1750	10	1250
-2	2600	3	1700	11	1200
-1 ½	2400	3 ½	1650	12	1150
-1	2250	4	1600	14	1100
- ½	2100	4 ½	1550	16	1050
0	2000	5	1500	18	1000
½	1950	6	1450	20	950
1	1900	7	1400	22	900
1 ½	1850	8	1350	24	850

If the handicapper is considering setting a handicap of over 8, he should ask the player to complete the above test. However, he should not adhere religiously to the test result, but should also consider factors including the player's tactical awareness and ability to hit long roquets.

All handicap changes, to CA members, outside the AHS should be reported by the

Handicapper completing form [Handicap Report Form HC1 \(PDF\)](#) (or [HC1 RTF](#)) and returning it to the CA office.

Croquet Handicaps

The table below gives an indication of the abilities of players with various handicaps. Four- and three-ball-breaks are manoeuvres involving standard arrangements of balls which allow many hoops to be made in a turn. Bisques are extra turns for the weaker player, in which you have to continue playing with the same colour ball as in the prior turn, but can re-roquet all the other balls again. A bisque turn can be taken at the end of a normal or preceding bisque turn.

Handicap	Standard	Can frequently ...
24	Novice Player	Hit 6-foot shots and run hoops from 2 feet or less
20	Club Fixtures	Execute croquet strokes (stop shot, take-off, half and full roll). Use roquet - croquet - continuation to make a hoop from 10 foot.
18	Tournament Threshold	Use bisques for sequence of roquet - croquet – continuation to make more than one hoop in a turn.
14	Average Club Player	Execute four-ball break with bisques
12 or better	Potential Varsity Player	Execute 4-hoop, four-ball breaks without bisques, basic knowledge of match play tactics
8 or better	Half-Blue Threshold	Execute 5-hoop, three-ball breaks without bisques
4 or better	County level	Implement advanced break building, 12-hoop four-ball breaks
1 or better	Home International Level	Semi-Demi-God
-1 or better	International	Demi-God
-2 or better	Test Team	God

Table (<http://www.oxfordcroquet.com/coach/handicaps/hcap.asp>). All Rights: [Dr Ian Plummer](#) Acknowledged.

Setting Initial Handicap – Short Lawn

Relationship between Association and Short Croquet handicaps				
Assoc.	Short		Assoc.	Short
-3 to -1	3 peels		7	2.5
-0.5 to 0.5	2 peels		8 to 9	3
1 to 1.5	1 Peel		10 to 11	3.5
2 to 2.5	0		12 to 13	4
3 to 3.5	0.5		14 to 15	5
4 to 4.5	1		16 to 17	6
5	1.5		18 to 19	7
6	2		20 to 22	8

Short Croquet handicaps are based upon each player's Association Croquet handicap.

Automatic Handicapping System for Short Croquet

Automatic Handicapping Trigger Points for Short Croquet				
Handicap	Index		Handicap	Index
3P	115		3	70
2P	110		3.5	65
1P	105		4	60
0	100		5	55
0.5	95		6	50
1	90		7	45
1.5	85		8	40
2	80		9	35
2.5	75		10	30

Where players play only short croquet, an automatic system may be used to vary their handicaps: All handicap games are 14-point full bisque. The winner's index increases by one, the loser's index decreases by one.

Details; CA (<http://www.croquet.org.uk/association/achandicapping.html>)

- I. That's the official position. It is recognised that the exclusion of friendlies can be a problem for beginners in that they play insufficient qualifying games. Some clubs therefore include all games for beginners in their first season or two and the CA Handicap Committee is relaxed about this since these very high bisquers' cards can be regarded as not strictly within the AHS. But once these beginners have their handicap down to around 20 or 18 they should then comply fully with the above AHS rules and no longer include club friendlies. But note that club competition games do normally count under the above Designated Club Competition criterion.
- II. If a player has an AC game card and a Short card and the AC handicap goes down, so does the short, but not vice versa, and no change is required to the other card if either one goes up.