

GC Handicap 'New System' trial 2015

Please use the existing standard CA handicap card during 2015. Disregard the Points Exchanged and Trigger Points tables inside the front cover, and use the following instead.

For handicap games the winner's index increases by 10, the loser's decreases by 10.

For level play games use the table below to determine the number of points exchanged.

		Points Exchanged in Level Play																													
		-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20							
	-6	10	7	4	2																										
	-5	13	10	7	4	2																									
	-4	16	13	10	7	4	3	2																							
	-3	18	16	13	10	7	5	3	2																						
W	-2		18	16	13	10	8	6	4	3	2																				
I	-1			17	15	12	10	8	6	4	3	2																			
N	0				18	17	14	12	10	8	6	4	3	2																	
N	1					18	16	14	12	10	8	6	4	3	2																
E	2						17	16	14	12	10	8	6	4	3	2	2														
R	3							18	17	16	14	12	10	8	6	4	3	3	2	2											
	4								18	17	16	14	12	10	8	6	5	4	3	3	2	2									
H	5									18	17	16	14	12	10	8	7	6	5	4	3	3	2	2							
A	6										18	17	16	14	12	10	9	8	7	6	5	4	3	3	2	2					
N	7											18	17	15	13	11	10	9	8	7	6	5	4	3	3	2					
D	8												18	17	16	14	12	11	10	9	8	7	6	5	4	3	3				
I	9													18	17	15	13	12	11	10	9	8	7	6	5	4	3				
C	10														18	17	16	14	13	12	11	10	9	8	7	6	5	4			
A	11															18	17	15	14	13	12	11	10	9	8	7	6	5			
P	12																18	17	16	15	14	13	12	11	10	9	8	7	6		
	14																	18	17	16	15	14	13	12	11	10	9	8	7		
	16																		18	17	17	16	15	14	13	12	11	10	9	8	
	18																			18	17	17	16	15	14	13	12	11	10	9	
	20																				18	18	17	17	16	15	14	13	12	11	10

Handicap Trigger Points

Handicap	Trigger Point	Handicap	Trigger Point	Handicap	Trigger Point
-6	2800	2	1800	10	1200
-5	2650	3	1700	11	1150
-4	2500	4	1600	12	1100
-3	2350	5	1500	14	1050
-2	2200	6	1400	16	1000
-1	2100	7	1350	18	950
0	2000	8	1300	20	900
1	1900	9	1250		

Extra Turns in Handicap Games

Length of game	Handicap Difference																											
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
19 point	0	1	3	4	6	7	9	10	12	13	15	16	18	19	20	22	23	25	26	28	29	31	32	34	35	37	38	
13 point	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
7 point	0	1	1	2	2	3	3	4	4	5	5	6	6	7	8	8	9	9	10	10	11	11	12	12	13	13	14	