OPPONENT		GAME		INDEX	
Name	Hcp	h/l	Res	+/-	New

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 that are exchanged.

Loser's handicap

Winner's handicap

	0	1	2	3	4	5	6	7	8	9	10	11	12
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

HANDICAP TRIGGER POINTS

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

EXTRA TURNS IN HANDICAP GAMES

Length of game	Handicap Difference												
	0	1	2	3	4	5	6	7	8	9	10	11	12
19 points	0	2	3	5	6	8	9	10	12	13	15	17	19
13 points	0	1	2	3	4	5	6	7	8	9	10	11	12
7 points	0	1	1	2	2	3	3	4	4	5	5	6	7

OPPONENT		GAME		INDEX	
Name	Hcp	h/l	Res	+/-	New

OPPONENT		GAME		INDEX	
Name	Hcp	h/l	Res	+/-	New