

- 5th column “Score”: Always put your score first, eg 7/5 if you have won the game with 7 hoops to your opponent(s) 5; or 4/7 if you lost scoring 4 hoops to your opponent(s) 7.
- 6th column “+/-”: Index points to be exchanged, calculated as below.
- 7th column “New”: Index after index points have been added or subtracted
- 8th column “Initial”: You (or your partner in Doubles games) initial your opponent(s) card(s) and vice versa.

Gaining and losing index points

When you play competitive golf croquet games, you will gain or lose index points; in Doubles games you will gain or lose approximately half the points you would in a Singles game. In South Australia, almost all competitions are *level* play, as opposed to *handicap* play. In *level play*, the number of index points gained or lost depends on the difference in handicap between the players.

Index changes in LEVEL Singles games

In level singles games the winner’s index increases and the loser’s index decreases by the amount shown in Table D. If you win against a player with a lower handicap, you are rewarded with a larger gain of index points, however, if you lose, as may be more likely when playing someone who is supposedly better than you, you will lose fewer points and your opponent also gains fewer index points. For example, a player with a handicap of 9 losing to an opponent with a handicap of 7 will lose 8 points and the opponent will gain 8 points. If the player with the 9 handicap wins the match, the index gain will be 12 points, and the opponent (handicap 7) will lose 12 index points.

Index changes in LEVEL doubles games.

Difference in Combined Handicap	Larger Combined Handicap Won	Smaller Combined Handicap Won
0 to 3	5	5
4 to 7	6	4
8 to 11	7	3
12 to 15	8	2
16 or more	9	1

Index changes in HANDICAP Singles games

In HANDICAP games the winner's index increases and the loser's index decreases by 10. The extra turns that the player with the higher handicap receives are intended to give each player an equal chance of winning, and so the reward for winning or penalty for losing is the same for each player.

Index changes in HANDICAP doubles games.

In level doubles games the points gained are shared by both winners and the points lost are shared by both losers.

This means that both winners gain 5 points, and both losers lose 5 points.

When handicaps change

Golf Croquet Handicaps change when the player's index points reach a trigger point for a handicap which is not their current handicap. The change takes effect immediately before the next game played, even if the next game is part of the same best-of-3 or best-of-5 match. The trigger points are shown in Table C. Table C also shows the range of index points for which the handicap on that line does not change.

Table C:
Trigger Points
Handicaps **Trigger Points**
for this
handicap

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

Handicap changes when passing through trigger points

If you gain more index points than you lose, over time your index will reach the next trigger point and your handicap drops (improves). Or if you lose more index points than you win, your index may decrease and reach the next trigger point and your handicap increases. Every game won will help you on your fast track back to your next lower handicap.

EXAMPLE: Suppose you are a player with handicap 9 and 1250 index points. If you win more games than you lose and gain a net 50 index points, your index reaches the next trigger point, 1300, and your handicap drops (improves) to 8. However, if you lose your next game and drop back to say 1290 index points, your handicap does not change. There is a 50-point "buffer" (for handicaps of 6 or above) and your handicap does not go back to 9 unless you drop down to or below 1250 index points. Without this "buffer" a player's handicap could go up and down like a yo-yo, quite possibly changing twice within one match. This is very important; unfortunately some people think that a handicap changes every time there is a movement, up or down, through a trigger point. THIS IS WRONG.