



World Handicap System





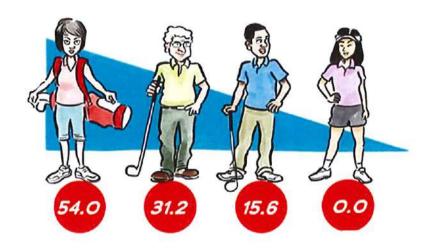






Seminar Content

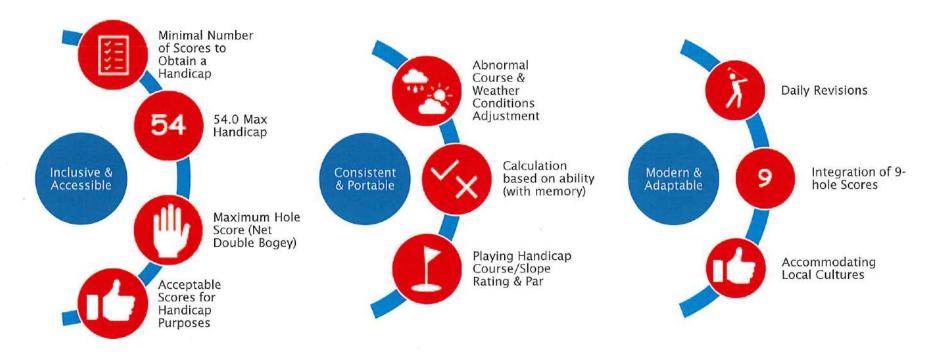
- WHS Overview
- · Rules of Handicapping
 - · Principles of course rating
 - Establishing, Developing and maintaining a Handicap Index
 - Safeguards
- Committee procedures
 - Terms of competition
- Technology







Key Principles and Key Elements









The Rules of Handicapping

Consist of 7 Rules:

- Purpose and Authorization; Obtaining a Handicap Index
- 2. Scores Acceptable for Handicap Purposes
- 3. Adjustment of Hole Scores
- 4. Submitting a Score
- 5. Handicap Index Calculation
- 6. Course Handicap and Playing Handicap Calculation
- 7. Committee Actions
 - Follows similar template to Rules of Golf
 - Drafted using simple, plain language
 - Each prefaced with a Principle Statement setting out the philosophy behind the Rule.
 - There are also 7 Appendices, which contain further, more detailed information about the Rules.
 - Interpretations, examples and illustrations











Purpose of the World Handicap System (Rule 1.1)

The World Handicap System includes the Rules of Handicapping and the Course Rating System.

Its purpose is to enable as many golfers as possible the opportunity to:

- Obtain and maintain a Handicap Index.
- Use their Handicap Index on any golf course around the world.
- Compete, or play recreationally, with anyone else on a fair and equal basis.







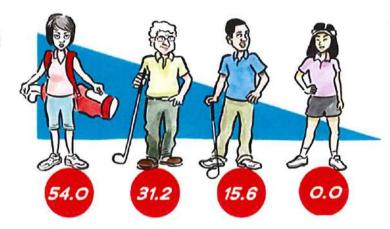
Equity - for all Players

The whole purpose of a golf handicap system is to provide equity for all players

To level the "playing field" - enabling players of all abilities to have a fair and enjoyable game, with or against any other players

Our challenge was define equity. What is it?

The World Handicap System has been designed to consider fairness for all players within its key features:



ENABLING ALL GOLFERS TO PLAY ON A FAIR AND EQUAL BASIS











What is a Course Rating?

The evaluation of the playing difficulty of a course for scratch golfers under normal course and weather conditions.

Based on yardage and other obstacles to the extent that they affect the scoring difficulty of the scratch golfer.

Expressed as the number of strokes taken to one decimal place.













What is a Bogey Rating?

The evaluation of the playing difficulty of a course for bogey golfers under normal course and weather conditions.

Based on yardage and other obstacles to the extent that they affect the scoring difficulty of the bogey golfer.

Expressed as the number of strokes taken to one decimal place.











What is Assessed When Rating a Golf Course?

Length	Obstacles (Difficulty Factors)					
Measured length of hole	Topography	Penalty Areas – Lateral				
Roll	Fairway	Penalty Areas – Crossing				
Elevation	Green Target	Trees				
Doglegs/Forced Lay- ups	Recoverability from Rough	Green Surface				
Wind	Bunkers	(Psychological)				
Altitude						









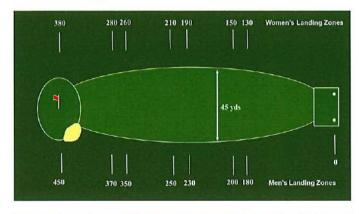


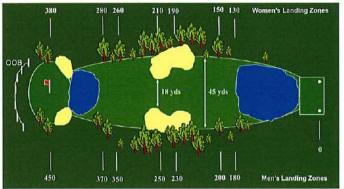
Foundation of the Rules of Handicapping

The system enables handicaps to be portable by adjusting a player's handicap according to the relative difficulty of the golf course being played.

This means that a player's Handicap Index will be converted into the number of strokes needed to play the course 'to handicap'.

This makes sense, given that the player will likely need a different number of strokes to play these two courses.









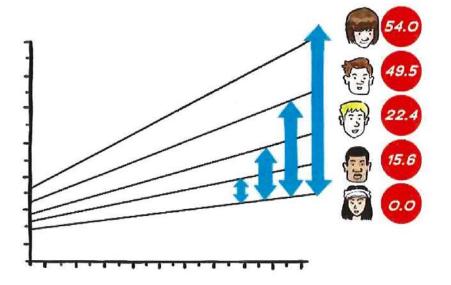




What is a Slope Rating?

A Slope Rating is the number which indicates the relative playing difficulty of a course for bogey golfers, compared to scratch golfers.

It is the combination of the Course Rating and the Bogey rating that allow us to calculate the Slope Rating of a set of tees.









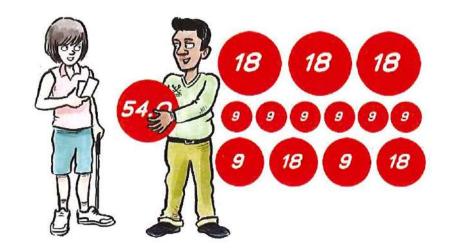


How to Get a Handicap (Rule 4.5)

54 holes made up of any combination of 9- or 18-hole rounds.

No time limit on completing the submission of these scores.

Your handicap index will continue to develop until it contains 20 scores









Calculation of a Handicap Index

For Fewer Than 20 Scores

Number of score differentials in scoring record	Score differential(s) to be used in calculation of Handicap Index	Adjustment
3	Lowest 1	-2.0
4	Lowest 1	-1.0
5	Lowest 1	0
6	Average of lowest 2	-1.0
7 or 8	Average of lowest 2	0
9 to 11	Average of lowest 3	0
12 to 14	Average of lowest 4	0
15 or 16	Average of lowest 5	0
17 or 18	Average of lowest 6	0
19	Average of lowest 7	0
20	Average of lowest 8	0







Calculation of a Handicap Index

For 20 Scores

Average the lowest 8 of the most recent 20 score differentials, rounded to the nearest tenth.

Remembers previously demonstrated ability within a defined period of time

Caps the upward movement of a handicap index within a defined period of time

Applies additional adjustments to Index when an exceptional score is submitted

Your
Handicap
Index is
based on:













Example of a Scoring Record

Score No.	Date Played	Course	Course Rating	Slope Rating	Adjusted Gross Score	Score Differential
1	22/9/20	Hill GC	70.5	125	91	18.5
2	5/9/20	Hill GC	70.5	125	92	19.4
3	1/9/20	Hill GC	70.5	125	99	25.8
4	28/8/20	Hill GC	70.5	125	89	16.7
5	23/8/20	River GC	71.3	127	92	18.4
6	26/7/20	Meadow GC	72.2	131	87	12.8
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Handicap Index of 13.0





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					Adjusted	
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21								21	3/4/20	Meadow GC	72.2	131	86	12.1









Adding together the		14.5		
Adding together the best 8 differentials	+	12.8		
out of the last 20:	+	15.8		
	+	13.5		
	+	15.6		
	+	11.0		
	+	10.4		
And averaging the	+_	13.1	_	
total:	=	106.7	÷	8

Handicap Index of 13.3

					0.00	
Score	Date Played	Course	Course Rating	Slope Rating	Adjusted Gross	Score Differential
No.	rrayeu		Rating	ixating	Score	Differential
1	25/9/20	Meadow GC	72.2	131	89	14.5
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Memory of Low Handicap Index

A player's Low Handicap Index is remembered within the handicap formula

It provides a reference point against which the current Handicap Index can be compared

This is to help ensure that the player's current Handicap Index cannot stray too far away from their demonstrated ability, in too short a space of time

If the new Index is more than a certain number of strokes above the Low Handicap Index, a cap is triggered.











The cap comes in two forms:

The soft cap <u>suppresses</u> upward movement

The hard cap <u>prevents</u> further upward movement













The soft cap <u>suppresses</u> upward movement when the difference between the new calculated Index and the Low Index is greater than 3.

The increase is suppressed by 50% of any value over 3.

The hard cap <u>prevents</u> further upward movement by placing a hard ceiling at 5 above the Low Index.

The soft cap and hard cap procedures only start to take effect once a player has at least 20 acceptable scores in their scoring record.





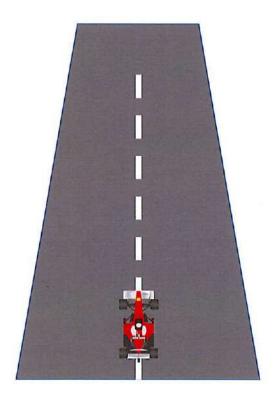






Formula 1 – Car Racing Analogy

Think of the car racing along the track, sticking to the tarmac and not veering off course







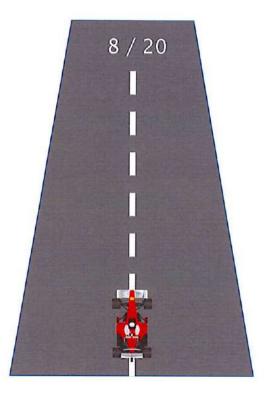






Formula 1 – Car Racing Analogy

Think of the car racing along the track, sticking to the tarmac and not veering off course (8 / 20)







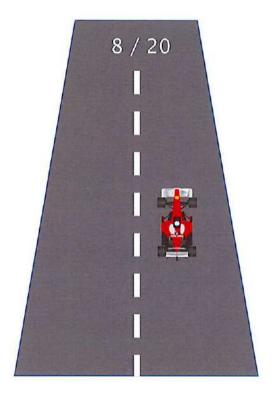




Formula 1 – Car Racing Analogy

Think of the car racing along the track, sticking to the tarmac and not veering off course (8 / 20)

Now think of a situation where the driver loses a bit of control, causing them to run off the edge of the track into the gravel







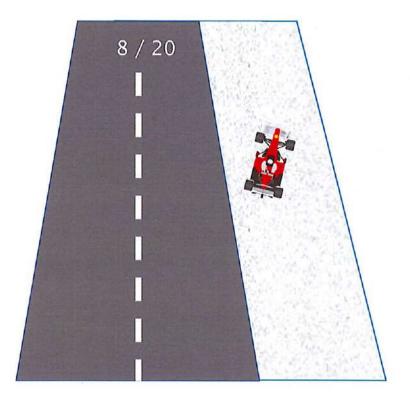




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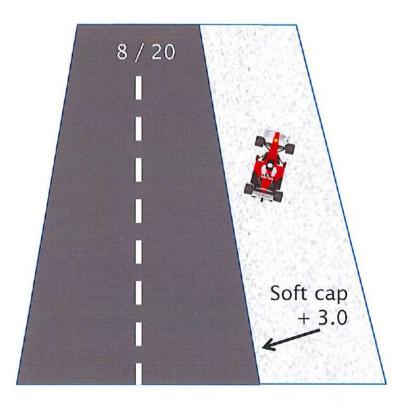


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This doesn't cause the car to stop – but the change in surface causes the speed of the car to be suppressed (soft cap)











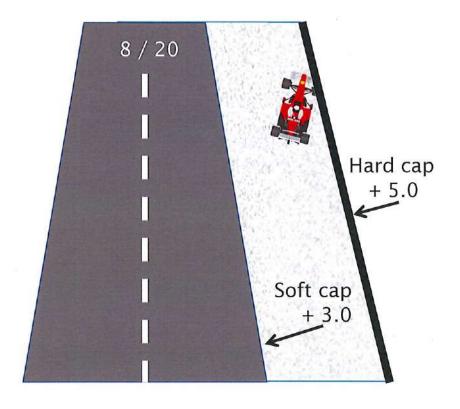
Formula 1 – Car Racing Analogy

Think of the car racing along the track, sticking to the tarmac and not veering off course (8 / 20)

Now think of a situation where the driver loses a bit of control, causing them to run off the edge of the track into the gravel

This doesn't cause the car to stop – but the change in surface causes the speed of the car to be suppressed (soft cap)

If the gravel doesn't suppress the speed quickly enough, the car hits the fence and stops (hard cap)



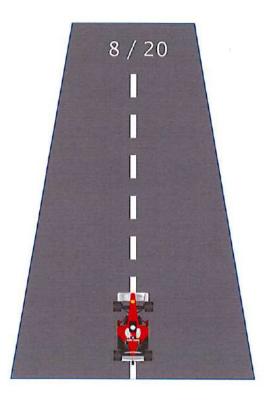






Formula 1 – Car Racing Analogy

When difference between player's updated HI and their low HI is ≤ 3 strokes – basic 8/20 calculation applies (car stays on tarmac)







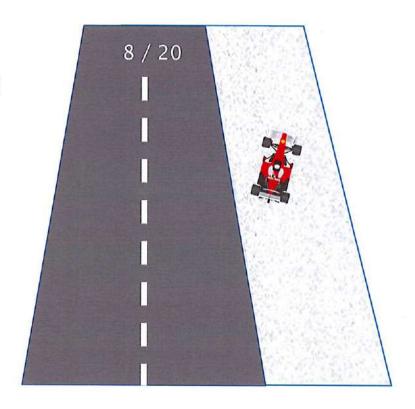




Formula 1 – Car Racing Analogy

When difference between player's updated HI and their low HI is ≤ 3 strokes – basic 8/20 calculation applies (car stays on tarmac)

When difference between updated HI and Low HI > 3 strokes – the soft cap is applied (car is in the gravel)











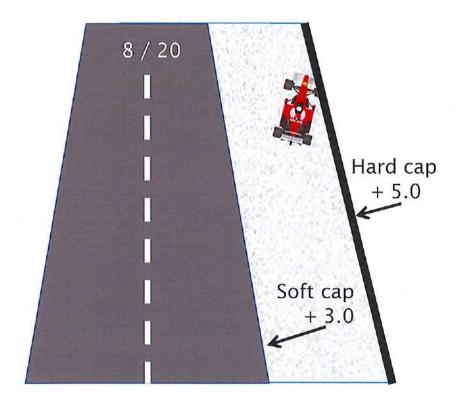


Formula 1 – Car Racing Analogy

When difference between player's updated HI and their low HI is ≤ 3 strokes – basic 8/20 calculation applies (car stays on tarmac)

When difference between updated HI and Low HI > 3 strokes – the soft cap is applied (car is in the gravel)

When difference between updated HI and Low HI > 5 strokes – the hard cap is applied (car is in the fence)













Exceptional Scores

A Score Differential which is at least 7.0 strokes or more better than the player's Handicap Index at the time the round was played.

Score can be from any format of play, competitive or general play.

Score Differential Relative to Index	-7.0	-10.0
Extra adjustment	-1.0	-2.0

When a player submits an exceptional score, the handicap formula applies an additional adjustment to the player's updated Handicap Index – according to the table.

This adjustment is in addition to any reduction caused within the 8/20 calculation.

The Handicap Committee can override the adjustment

