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## 1. Handicap Setup for this League is as follows...

Handicap Regulars: 90 Subs: 90
Number of scores handicap based on: 10
Minimum number of scores needed before a handicap can be calculated: 1

| \# of Scores Available | Discard Highest | Discard Lowest |  |
| :---: | :---: | :---: | :---: |
| 1 | 0 | 0 |  |
| 2 | 0 | 0 |  |
| 3 | 0 | 0 |  |
| 4 | 0 | 0 |  |
| 5 | 1 | 0 |  |
| 6 | 1 | 0 |  |
| 7 | 2 | 0 |  |
| 8 | 2 | 0 |  |
| 9 | 2 | 0 |  |
| 10 | 3 | 1 | <<Nick has 30 scores prior to event \#21 |
|  |  |  | so the underlined parameters are used to determine |
|  |  |  | which scores to use for handicapping. |

2. The differentials for these scores are calculated...


Only the last 10 scores are considered for handicapping.

## 3. Use the differentials to calculate a handicap.

Out of the 10 available calculated differentials the
3 highest and 1 lowest differentials are discarded (not used).
Differentials 'used' are added together...
$12.2+10.6+14.7+8.8+9.3+10.6=66.2$

Then divide by the total number used.
Pre-Handicap $=66.2$ / $6 \quad$ Pre-Handicap $=11.033$
Nick is a regular player, so according to the
handicap setup the Handicap Percent is 90
Handicap $=11.033 \times 90 \quad$ Handicap $=9.93$ (Digits after hundredth place are deleted)

Convert the handicap to a 'course' handicap using the slope of the course being played. (Blue Ridge Trail - BLUE)
Handicap $=$ Handicap $\times$ (Slope / 113)
Handicap $=9.93 \times(125 / 113)$
Handicap $=10.98$

Final Handicap $=10.98$

