

How to Calculate a Handicap

SUMMARY – To calculate a player’s handicap, you must firstly identify their most recent 20 scores, you then average the best 8 of them, and finally you multiply this average by 0.93. The resultant figure is the player’s handicap.

- If a player’s handicap record contains a lesser number than 20 scores, the number of scores used to calculate the player’s handicap is as listed in the table below.
- There is no requirement for a player’s most recent 20 scores to have been returned within a specific timeframe. For example, the most recent 20 scores may span a period of three years or they may span a period of three months.
- Once a player’s handicap record contains 20 scores, the next score they return will result in the oldest of the existing 20 scores being removed (to be replaced by the new score).

FULL TECHNICAL PROCEDURE FOR CALCULATING A HANDICAP

STEP 1 – Use the table below to determine the number of scores to be included in the handicap calculation:

<i>Number of Scores in Player’s Handicap Record</i>	<i>Scores to be Used in the Calculation</i>
3 to 6	Best/Lowest 1
7 or 8	Best/Lowest 2
9 or 10	Best/Lowest 3
11 or 12	Best/Lowest 4
13 or 14	Best/Lowest 5
15 or 16	Best/Lowest 6
17 or 18	Best/Lowest 7
19 or 20	Best/Lowest 8
Note: When the handicap record contains more than 20 scores, the handicap calculation uses the best 8 of the player’s most recent 20 scores.	

- STEP 2 – Calculate a Differential for each score (this is the value that is listed in the ‘Played To’ column in www.golfink.com.au).
- Differential for Stroke Play Round = *Total Score minus Scratch Rating of golf course.*
 - Differential for Stableford Round = *Course Par minus Scratch Rating of golf course plus Playing Handicap plus 36 minus Total Stableford Points.*
 - Differential for Par Round = *Course Par minus Scratch Rating of golf course plus Playing Handicap minus Score.*
 - Note: GOLF Link will automatically cap Differentials at 40 for men and 50 for women.
- STEP 3 – Average the Differentials being used (as determined by the above table).
- STEP 4 – Multiply the average by 0.93. (This is the ‘Multiplier’ factor. It achieves stable competition results patterns across Australia; it also serves as an incentive for players to improve their golf game.)
- STEP 5 – After applying STEP 4, delete all numbers after the tenths’ digit. Do NOT round to the nearest tenth. (For example 23.6983 becomes 23.6.)
- STEP 6 – In the example provided in STEP 5, the exact handicap is therefore 23.6 (although note the Anchor Provision below). This player will play off 23.6 rounded to the nearest whole number, ie the Playing Handicap in this case is 24.
- NOTE: ANCHOR PROVISION – GOLF Link will automatically prevent a player’s handicap from increasing by any more than 5 strokes beyond their best exact handicap from the previous 12-month rolling period.

Gaining an Initial Handicap

- A handicap is allocated to a player after they have played three stroke play rounds.
- For the initial three rounds a player returns, any score by a male of more than 3 over par at any hole is deemed to be 3 over par, and any score by a female of more than 4 over par at any hole is deemed to be 4 over par.
- Calculate a Differential for each initial score. Differential = Adjusted Total Stroke Score – Scratch Rating of the golf course.
- The player’s initial handicap will be the best Differential from their initial three rounds multiplied by 0.93. For example:
 - The Total Adjusted Stroke Score (ie where any score by a male of more than 3 over par at any hole is deemed to be 3 over par, and any score by a female of more than 4 over par at any hole is deemed to be 4 over par) for a round is 91, and the Scratch Course Rating is 71.
 - 91 minus 71 equals 20.
 - 20 multiplied by 0.93 is 18.6.
 - So the player’s initial exact handicap in this example is 18.6.