

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

Handicap Regulars: 96 Subs: 96

Number of scores handicap based on: 5

Minimum number of scores needed before a handicap can be calculated: 1

<u># of Scores Available</u>	<u>Discard Highest</u>	<u>Discard Lowest</u>
1	0	0
2	0	0
3	0	0
4	1	0
<u>5</u>	<u>1</u>	<u>0</u>

<<John has 6 scores prior to event #1
so the underlined parameters are used to determine
which scores to use for handicapping.

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

<u>Date</u>	<u>Event #</u>	<u>Adjusted Grs Scr</u>	<u>Course Played</u>	<u>Tee</u>	<u>Course Rating</u>	<u>Course Slope</u>	<u>Differential</u>	<u>Used</u>
Practice Score		52			36.0	124	14.6	Used
Practice Score		52			34.1	124	16.3	
Practice Score		45			36.0	124	8.2	Used
Practice Score		48			34.1	124	12.7	Used
Practice Score		50			36.0	124	12.8	Used
Practice Score		45			34.1	124	9.9	

Only the last 5 scores are considered for handicapping.

The equation for calculating a differential is ...

$$\text{Diff} = (\text{Adjusted Gross Score} - \text{Rating}) \times (113 / \text{Slope})$$

3. Use the differentials to calculate a handicap.

Out of the 5 available calculated differentials the

1 highest differentials are discarded (not used).

Differentials 'used' are added together...

$$14.6 + 8.2 + 12.7 + 12.8 = 48.3$$

Then divide by the total number used.

$$\text{Pre-Handicap} = 48.3 / 4 \quad \text{Pre-Handicap} = 12.075$$

John is a substitute player, so according to the

handicap setup the Handicap Percent is 96

$$\text{Handicap} = 12.075 \times 96 \quad \text{Handicap} = 11.59 \quad (\text{Digits after hundredth place are deleted})$$

Convert the handicap to a 'course' handicap using the slope of the course being played. (None)

$$\text{Handicap} = \text{Handicap} \times (\text{Slope} / 113)$$

$$\text{Handicap} = 11.59 \times (124 / 113)$$

$$\text{Handicap} = 12.72$$

Final Handicap = 12.72