



WORLD HANDICAP SYSTEM (WHS)

COURSE RATING AND SLOPE RATING

Course Rating replaces Standard Scratch (SSS) in the new system and represents the score that a scratch golfer is expected to achieve on the course. When the WHS comes into effect the Course Ratings will be to the nearest 0.1.

Slope Rating represents the relative difficulty of a course from a specific set of tees for a 'bogey golfer' compared to a 'scratch' golfer. A course with many hazards, long carries and thick rough will have a higher slope rating because these features are more of a challenge to bogey golfers. A golfer's handicap for a specific course is determined by multiplying the player's **Handicap Index** by the ratio of the course Slope Rating divided by the 'neutral' slope of 113.

There will be conversion tables available at each golf club, so the good news is that you won't need to do the calculation yourself !!!

DEFINITIONS

- **Course Rating** – see above. Calculated to the nearest whole number.
- **Slope Rating** – see above. Can be anywhere between 55 and 155 rounded to the nearest whole number. 113 is 'neutral'. The GB&I average is 125.
- **Bogey golfer** - A male bogey golfer is a typical 20 handicapper who hits the ball about 200 yards with a driver and 170 yards with a fairway wood. A female bogey golfer is a typical 24 handicapper.
- **Handicap Index (HI)** - This will be the new term for 'Handicap' and it will be your mobile Handicap and the Handicap you use to enter all competitions.

All golfers will be provided with a HANDICAP INDEX (HI) when the WHS comes into operation. This handicap index (HI) will be calculated from the player's best 8 differentials of his/her last 20 rounds multiplied by 96%, and will be shown to one decimal point. The ClubV1 Handicap Software system will calculate the HI using the new slope and course rating for each course registered under each player's profile. A player's personal handicap on a course of neutral slope 113. Calculated to the nearest 0.1.

- **Course Handicap** - A player will be allocated a course handicap which is dependent on the golf course being played and tee markers s/he opts to play from. Each course will offer a different slope and course rating which will affect a player's course handicap. A player's handicap index adjusted to reflect the difficulty of a specific course. Calculated to the nearest 0.1.
- **Playing Handicap** - The handicap to be used in a specific competition on a specific course. For Stroke Play it is anticipated that it will be calculated as 90% of Course Handicap and rounded to the nearest whole number.
- **Acceptable Score** - similar to the current Qualifying Score. Includes any singles competitions, Social Scores (the new name for Supplementary Scores) and can include scores submitted in Society events (if conforming with the Rules of Golf) and informal roll-ups/swindles organised by members if there are at least 12 who have paid to play and prizes are awarded. The CONGU Unions will not be making it mandatory to submit scores from casual golf, as is currently the case in the USA. Players must register on the computer prior to the round for a score to count. It is anticipated that scores from better-balls competitions may be included at some point in the future.
- **Stableford Adjustment** - For handicap purposes only, any big scores on a hole are rounded down to Net Double Bogey (as in the current system).
- **Course Condition Adjustment (CCA)** - Similar to the current CSS adjustment but more conservative. Can be between -1 and 3, but more often than not it will be 0. Calculated using all scores submitted on the course that day (even if in different competitions using different tees and number of holes) as long as 8 or more golfers with a handicap Index of less than 36 and a fully developed Handicap Record (20 rounds) have played.
- **Gross Differential** = Gross Score - Stableford Adjustment - Course Rating, adjusted by the CCA of the day.
- **Handicap Differential** = Gross Differential x (113 / Slope Rating)
- **Anchor Point** - A player's lowest Handicap Index during the last 12 months
- **CAP** - A suppression mechanism that limits increases in Handicap Index relative to the Anchor Point when a player is going through a spell of poor form.
- **Soft CAP** - Potential Handicap Index increases to a figure greater than (Anchor Point + 3) are limited by half the amount over 3, e.g. 5 limited to 4, 7 limited to 5, etc.

- **Hard CAP** - the maximum a Handicap Index can increase to is Anchor Point + 5.
- **Extraordinary Scoring Reduction (ESR)** - an adjustment to the Handicap Index after a very low score has been posted (-1 for between 7 and 9 under, -2 for 10 or more under). This reduction sits behind the Handicap Index average calculation and 'drops off' after 20 rounds.
- **New Player Handicaps** are initially allocated at 2 less than the best of 3 x 18 hole cards submitted. Cards can be submitted as 6 x 9 hole or some other combination. Subsequent Handicap Index calculations change as more scores are entered. e.g.
4/5 scores: lowest -1
7/8 scores: average of best 2
13/14 scores: average of best 4, etc.
- **Transition Handicap** - The initial Handicap Index that will be calculated when the new system comes into effect. The average of the best 8 scores from the last 20 in the player's current Handicap Record, but with an adjustment to reflect the Slope Rating in each round played (and probably some form of CAP too). Players will be able to see their expected Transition Handicap on screen when the handicapping software is updated in Spring 2019. Players are encouraged to submit plenty of scores between now and 2020 so that Handicap Index is a good reflection of current playing ability. 9 hole scores are acceptable and clubs are encouraged to run 9 hole competitions to help with this.
- **No Returns** - With only 8 of the most recent 20 rounds counting, an NR may not necessarily lead to a handicap increase especially if a zero is entered against each hole after a competition. Therefore, it is just as important that all completed holes are properly recorded so that the correct gross differential is calculated by the software.

OTHER INFORMATION

- ClubV1 Handicap Software will have built into it a feature that will recognise a pattern in your previous scores and remember what you have done previously and so not only preventing 'bandits' putting in a run of poor scores it will also recognise genuine players who are going through a temporary bad-patch and not excessively increase their handicap.
- Handicaps are re-calculated at midnight (local time) even if a competition on that day has not been closed. The players get immediate notification (as long as the player has input their score into the computer !!!)
- Handicaps won't lapse if a player has a break from the game or is not a current member of a golf club
- The Annual Revisions process will be similar to present and must be done by a committee of 3 (not including the club professional)