# WORLD HANDICAP SYSTEM

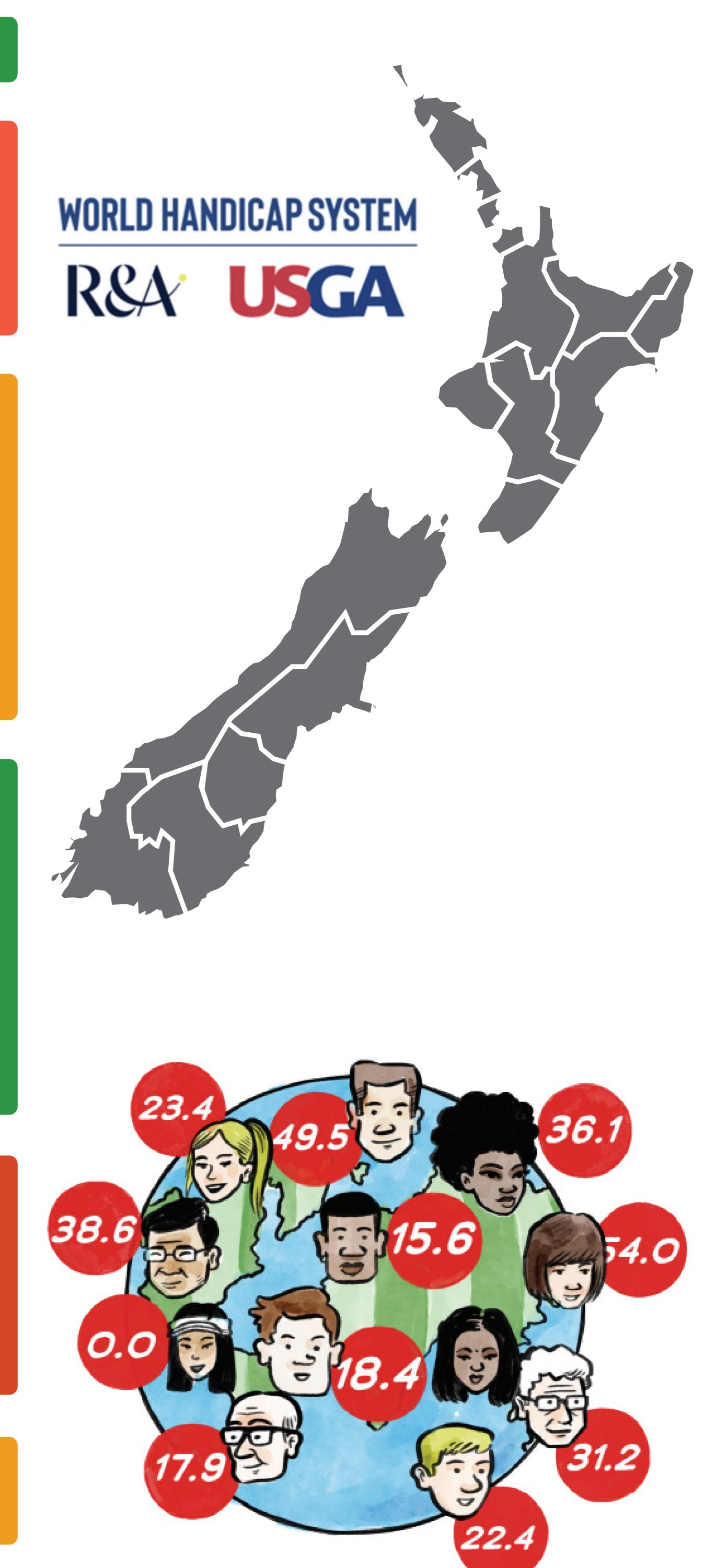
**To be introduced April, 2020** For more detailed information go to: www.golf.co.nz/whs



A Handicap Index that can be used equitably anywhere in the world

## **World Handicap System**

- Handicap Indexes will be re-calculated using the new WHS formula
- Historic scores will not include the new playing conditions calculation (PCC).
- The PCC is the statistical calculation that determines if conditions on a day of play differed from normal playing conditions



NEW ZEALAND

## **New Handicap Index Calculation**

- Handicaps are updated daily
- Best 8 of previous 20 scores
- A new method of reduction for exceptional scores where -
  - the Score Differential is 7.0 9.9, or
  - the Score Differential is 10.0 or more
  - below the player's Handicap Index in effect when the round was played.
- Limit on upward movement of Handicap Index within the 'Cap Procedure'
  - Soft Cap activates when 3.0 strokes of movement out
  - Hard Cap maximum 5.0 strokes

## **Entering Scorecards**

- It is recommended scores are entered daily
- A player should submit their score as soon as possible on the day of play, after completion of their round, and before midnight, for inclusion in the daily playing conditions calculation (PCC)
- For an 18-hole score to be acceptable for handicap purposes, a minimum of 10 holes must be played
- For a 9-hole score to be acceptable for handicap purposes, all nine holes must be played
- 9-hole scores will be scaled up to an 18-hole score

## A new Course Handicap formula

- 18-hole Course Handicap = Handicap Index x Slope Example: 23.1 x 123
  / 113 + 69.6 72 = Course Handicap 23
- Result means more inclusivity and 36 stableford points represents playing to your handicap
- 9-hole Course Handicap = Handicap Index / 2 x 9-hole Slope

#### **Course Handicap Conversion Charts**

- New Course Handicap Conversion Charts will be available for download



- To obtain an initial Handicap Index, a player must submit acceptable scores from a minimum of 54 holes