## BDTTL - Handicap Scoring System

## 21-up Handicap Scoring System

- matches are best of $\mathbf{3}$ games - up to 21
- 2 serves each
- if there is a third game, change ends when Player B reaches $\mathbf{1 0}$
- subtract the player handicap ratings from each other and use the difference to look up the starting scores


## Examples

Handicap rating 10 (player A) plays handicap rating $\mathbf{6 0}$ (player B)

- the difference is 50 which is then looked up on the Ratings Scale below with the result being
- Player A starts on 12 : Player B starts on 0

Handicap rating 25 (player A) plays handicap rating 25 (player B)

- Player A starts on 0 : Player B starts on 0

Ratings Scale
Rating
Difference

| 0 | 0 | 0 |
| :---: | :---: | :---: |
| 5 | 3 | 0 |
| 10 | 5 | 0 |
| 15 | 6 | 0 |
| 20 | 8 | 0 |
| 25 | 8 | 0 |
| 30 | 10 | 0 |
| 35 | 11 | 0 |
| $40 / 45$ | 12 | 0 |
| $50 / 55$ | 12 | 0 |
| $60 / 65$ | 14 | 0 |
| $70 / 75$ | 14 | 0 |
| $80 / 85$ | 15 | 0 |
| $90 / 95$ | 15 | 0 |
| $100 / 105$ | 17 | 0 |
| $110 / 115$ | 17 | 0 |
| $120 / 125$ | 18 | 0 |
| 130 | 18 | 0 |

