

# SHIPPAM SHIELD HANDICAP COMPETITION

## SPONSOR SPACE HERE

Home Team		
	Rating	Home Player
A		
B		
C		

Away Team		
	Rating	Away Player
X		
Y		
Z		

Venue			
Date			
Time			
Round			

Rubber	Player Pos	Rating	H/C Points	Home Player	Player Pos	Rating	H/C Points	Away Player	Game Scores				
									1 <sup>st</sup> Match	2 <sup>nd</sup> Match	Sub Total	Match Score	
1	A				X								
2	B				Y								
3	C				Z								
4	B				X								
5	A				Z								
5	C				Y								
7	B				Z								
8	C				X								
9	A				Y								
Add all the H/C points in above yellow column and enter figure here			H	Add all the H/C points in above yellow column and enter figure here			A	Enter Handicap Home & Away Points Where Appropriate.				HOME	AWAY
Match Result.													
Match Points Plus Handicap Points													

- After entering names of teams and players at the top, enter each players rating using the latest Ratings Table. These should be cross-checked by captains as mistakes may not be rectified later.
- Enter the names of the players contesting each rubber, copying their corresponding ratings from above table. Again, these should be cross-checked by captains.
- Then using the handicap conversion table enter the handicap points gained for each game in each rubber. If the two player's ratings are identical, enter zero for each player. Otherwise, find the higher rating down the left-hand side of the table and look across for the number in the column for the lower rating. Enter this number as the points gained for the lower rated player and enter zero for the higher rated player.
- Each team captain will total up the handicap points (Yellow) column and enter the sum total at the bottom of each column. These figures are to be copied to the right hand match score column underneath the running match score.
- Each rubber will be 2 games of 21 up starting at 0-0. Service to alternate every 5 points. At 20-20 game to be played out to win the game by 2 clear points.
- At the end of the match the total points won home and away are added to the handicap points that were entered into the yellow boxes (As instructed in paragraph 4). The winner is the team with the most points with the handicap points added.
- Should the match end up on level points at the end of the night then each team shall select a player to play a final game of 21 up. Starting at 0-0 and any H/C points added at the end. The winner being the one with the most points after the addition (if any) of the H/C points.

Winning Team.....

Signed..... (Home Team Captain)

Signed..... (Away Team Captain)