

Handicap stroke adjustments when playing from different tees

Please keep in mind that this adjustment is only applied when players are competing against each other. A Handicap Index is a number based on a standard calculation and not specific to any set of tees. A Course Handicap only gives a player the number of strokes needed to play down to the USGA Course Rating for a particular set of tees.

It is important to remember that a Handicap Index is just a mathematical representation of potential ability, and we need to make a conversion to the set of tees we play, and then an additional adjustment if we are competing against a player who is playing from a different set of tees, so that an equitable competition can be played.

Also, not applying Section 3-5 of "The USGA Handicap System" when players are competing from different tees would be waiving a Rule of Golf, and the committee in charge of a competition does not have the authority to waive a Rule of Golf.

For more information, please refer to the brochure on players competing from different tees and the USGA position paper on this topic located on the USGA's Web site at: www.usga.org.

Source: The USGA Handicap System, section 3-5
For more information see: <http://tinyurl.com/usga-tees>

Effective 8/1/16

Example of how to use the chart below:

Player A and Player B are playing a match on the Port Course. Player A's Handicap Index is 12.4, and his Course Handicap is 14 from the White tees. This can be found by looking at the Course Handicap conversion chart. Player B's Handicap Index is 27.1, and his Course Handicap is 29 from the Gold Tees.

In the chart below, the "White vs. Gold" line for PORT says that "White adds 2". Therefore, Player A's "Competition Handicap" is 16 (White adds 2 to his raw Course Handicap of 14), and Player B uses 29.

The table below assumes that Women are playing from the Red tees and Men are playing from the other tees. If a woman is playing from Gold or White, please refer to Section 3-5 to calculate the adjustment.

			PORT	STARBOARD
Blue vs.	}	White	→ Blue adds 4	Blue adds 3
		Gold	→ Blue adds 5	Blue adds 4
		Red (w)	→ Blue adds 3	Blue adds 2
White vs.	}	Blue	→ Blue adds 4	Blue adds 3
		Gold	→ White adds 2	White adds 2
		Red (w)	→ Red adds 1	Red adds 1
Gold vs.	}	Blue	→ Blue adds 5	Blue adds 4
		White	→ White adds 2	White adds 2
		Red (w)	→ Red adds 3	Red adds 2
Red (w) vs.	}	Blue	→ Blue adds 3	Blue adds 2
		White	→ Red adds 1	Red adds 1
		Gold	→ Red adds 3	Red adds 2