## Skill Level Handicap Computation

| SLR Difference Handicap | $\begin{gathered} 301 \\ 15 \end{gathered}$ | $\begin{gathered} 401 \\ 20 \end{gathered}$ | $\begin{gathered} 501 \\ 25 \end{gathered}$ | $\begin{gathered} 701 \\ 25 \end{gathered}$ | Cricket * Marks |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 271 | 361 | 451 | 676 | 1 |
| 2 | 256 | 341 | 426 | 651 | 2 |
| 3 | 241 | 321 | 401 | 626 | 3 |
| 4 | 226 | 301 | 376 | 601 | 4 |
| 5 | 211 | 281 | 351 | 576 | 5 |
| 6 | 196 | 261 | 326 | 551 | 6 |
| 7 | 181 | 241 | 301 | 526 | 7 |
| 8 | 166 | 221 | 276 | 501 | 8 |
| 9 | 151 | 201 | 251 | 476 | 9 |
| 10 | 136 | 181 | 226 | 451 | 10 |

* When utilizing the handicap in Cricket, marks to be given begin with 20 and progress down. For example, a player with a 2 SLR difference will get two marks on the 20. a player with a four SLR difference will close 20's and get one mark on the 19.

These rules only apply when skill level rankings are unequal between individual, doubles or the team game players. The handicap will apply if the difference between the player's respective SLR's is 2 or greater. A player may elect not take the handicap on the first night of season play. Once the election is made, it cannot be changed during the season.

