







Marking. The player with the lowest handicap has to score 21 points to win the game. The player with the highest handicap has to score 21 points plus the difference between the handicaps to win. For example: If a player with a 3 handicap is drawn against a player with a -1 handicap then both players start at zero but the player with the -1 handicap has only to scores 21 points to win whilst the player with a 3 handicap has to score 21 plus 4 = 25, the 4 being the difference between the two handicaps.