

Dear Hogs Members

As part of the transition to the World Handicap System, SAGA is changing the maximum score allowed per hole, with effect from 1 October 2019, to a Net Two Over Par (sometimes referred to as a Net Double Bogey).

The current method of determining your maximum score for the hole is a maximum of 2 over par, unless you have two Course Handicap strokes on a hole, in which case you must enter a 3 over par.

From 1st October 2019, the maximum score on any hole for your Handicap Score will be a Net Two Over Par (or Net Double Bogey), which is equal to Zero Stableford points.

(Note: a net score on a hole is your Gross Score minus any Course Handicap Strokes you have on that hole, while a Bogey is a 1-over-par score.)

Example:

If a golfer has a Course Handicap of 18, they get 1 handicap stroke per hole, **so they must enter a maximum score of 3 over par on any hole where they blow out.**

If a golfer has a handicap of 9, then on stroke holes 1 to 9 they must enter a maximum score of 3 over par on those holes and, on stroke holes 10 to 18, a maximum of 2 over par.

If a player gets 1 stroke on a hole	If the player does not get any strokes on a hole	If a player double strokes the hole
e.g. Par 4	e.g. Par 4	e.g. Par 4
4 for 3	4 for 2	4 for 4
5 for 2	5 for 1	5 for 3
6 for 1	6 for 0	6 for 2
7 for 0		7 for 1
		8 for 0
If the player blows out they have to enter 7 shots on their scorecard	If the player blows out they have to enter 6 shots on their scorecard	If the player blows out they have to enter 8 shots on their scorecard

The effect of this change to the maximum score allowed on a hole will result in Handicap Indexes, on average, going up. However, the simultaneous change of the Handicap Calculation to the average of the best 8 of the last 20 scores on the 1st of October should ensure that the overall effect on your handicap over time will be minimal.

This change should not have an effect on the speed of play because currently most golfers continue to play until they have no Stableford points.