## How to determine maximum score

We strongly recommend that you post your scores using the "Hole-by-Hole" (HBH) method so that the system will determine the correct scores. If you use HBH then you don't need the steps below

- 1. First determine the tee you are playing.
- 2. Next, find out your Course Handicap (CH) for the tee, either using the Golf Canada APP or looking at the CH Sheets in the pro shop
- 3. Your CH is expressed in numbers, and it tells you how many strokes you are allowed to take across the 18 holes. Depending on your CH you may be entitled to one stroke or two strokes.
- 4. Next, locate the Men's Handicap or Ladies Handicap as appropriate. These handicaps rank the holes in the order in which strokes are to be taken, from 1 to 18
- 5. Examples, if your CH is:

6.

Course Handicap	<b>Strokes Allowed</b>	Where to take it
CH 1	1	#1 ranked hole
CH 2	2	#1 and #2 ranked holes
CH3	3	1 <sup>st</sup> , 2 <sup>nd</sup> and 3 <sup>rd</sup> ranked holes
CH 4	4	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> and 4 <sup>th</sup> ranked holes
CH 5	5	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> , 4 <sup>th</sup> and 5 <sup>th</sup> ranked holes

It is the same process for CH between 6 to 17

Course Handicap	Strokes Allowed	Where to take it
CH 18	18	1 stroke each on all 18 holes
CH 19	19	2 strokes on #1 ranked hole and 1 stroke each on #2 to #18
CH 20	20	2 strokes on #1 and #2 ranked holes and 1 stroke each on #3 to #18
CH 21	21	2 strokes on #1, #2 and #3 ranked holes and 1 stroke each on #4 to #18
CH 22	22	2 strokes on #1, #2, #3 and #4 ranked holes and 1 stroke each on #5 to #18

Apply the above to CH between 23 to 35

<b>Course Handicap</b>	<b>Strokes Allowed</b>	Where to take it
CH 36	36	2 strokes each on all 18 holes

7. To determine maximum score for each hole

For a player with an established Handicap Index, the maximum score for each hole played is limited to a net double bogey, calculated as follows:

Par of the Hole + 2 strokes + Any handicap stroke (determined under point 5 above)