```js
 7        let players = props.playersList;
 8        var nameScorePairs = {};
 9        for(let i=0; i< players.length; i++){
10            nameScorePairs[players[i].name] = 0;
11        }
12
13        let tournamentScore;
14        let netScore;
15
16        for(let i=0; i < props.scorecardsList.length; i++){
17            tournamentScore = 0;
18            for(let j=0; j < props.scorecardsList[i].hole_scores.length; j++){
19                tournamentScore += props.scorecardsList[i].hole_scores[j];
20            }
21            netScore = tournamentScore-props.scorecardsList[i].handicap;
22            if(netScore < 70){
23                nameScorePairs[props.scorecardsList[i].playerName] += 25;
24            }
25            else if(netScore >= 70 && netScore < 80){
26                nameScorePairs[props.scorecardsList[i].playerName] += 20;
27            }
28            else if(netScore >= 80 && netScore < 90){
29                nameScorePairs[props.scorecardsList[i].playerName] += 15;
30            }
31            else if(netScore > 90){
32                nameScorePairs[props.scorecardsList[i].playerName] += 10;
33            }
34        }
35
```

```js
36
37          return(
38              <>
39                  <table class="table table-condensed table-bordered">
40                      <tr class="success text-left">
41                          <th class="text-uppercase"><strong>Player Name</strong></th>
42                          <th class="text-uppercase"><strong>Points</strong></th>
43                      </tr>
44                      {players.map(player => {
45                          return(
46                              <tr>
47                                  <td>{player.name}</td>
48                                  <td>{nameScorePairs[player.name]}</td>
49                              </tr>
50                          )
51                      })}
52
53                  </table>
54              </>
55          )
56      }
57      export default CalculateSeasonRankings;
58
```