

Singles and Pairs Match Play

ALL PLAYERS MUST HAVE A HANDICAP

- HANDICAP STROKES WILL WORK OFF THE LOWEST HANDICAP OF THE TWOSOME OR FOURSOME.
- USE THE 80% RULE TO ADJUST ALL THE HANDICAPS IN THE GROUP. SEE TABLE BELOW.
- MARK THE NUMBER OF HOLES ON THE SCORE CARD WHERE STROKES ARE ALLOWED.
- THE LOWEST NET SCORE ON THAT HOLE WINS THE HOLE.
- **A HOLE IS HALVED IF EACH SIDE HOLES OUT WITH THE LOWEST NET . THE OTHER 2 BALLS DO NOT COUNT.**
- SCORE CARD IS MARKED "W" FOR A WIN. "L" FOR A LOSS, AND "T" FOR A TIE.
- MATCHES ARE TO BE ARRANGED BY BOTH, SINGLES AND PAIRS. RESULTS MUST BE POSTED BY DEADLINE DATES, (UNLESS APPROVED BY THE COMMITTEE).
- WINNERS ARE RESPONSIBLE TO ENTER THEIR NAMES ON THE NEXT SECTION OF THE PLAY-OFF SHEET. THEN CONTACT THE NEXT PAIR TO CONTINUE MATCHES.
- IN THE EVENT OF A TIE GAME AFTER 18 HOLES. CONTINUE A SUDDEN DEATH PLAY-OFF UNTIL A WINNER IS DETERMINED. PLEASE NOTIFY THE PRO SHOP SO AS NOT TO INTERFERE WITH THEIR SCHEDULING.
- ALL CARDS ARE TO BE SIGNED AND ATTESTED AND TURNED INTO THE CLUB SCORER.
- DEADLINE DATES ARE POSTED ON THE PLAY-OFF SHEETS.
- SEE VERN NOVACK OR ONE OF THE EXECUTIVES IN THE CASE OF A DISPUTE.

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EXAMPLE FOURSOME:

JOHN 6 HANDICAP RECEIVES 0 STROKES.

JIM 10 HANDICAP RECEIVES 4 STROKES TIMES 80% = 3

BOB 12 HANDICAP RECEIVES 6 STROKES TIMES 80% = 5

SAM 18 HANDICAP RECEIVES 12 STROKES TIMES 80% = 10

EXAMPLE TWOSOME:

CHUCK 12 HANDICAP RECEIVES 0 STROKES.

FRED 26 HANDICAP RECEIVES 14 STROKES TIMES 80% = 11

TABLE:

HANDICAP	80% DIFFERENCE	HANDICAP	80% DIFFERENCE
1	1	16	13
2	2	17	14
3	2	18	14
4	3	19	15
5	4	20	16
6	5	21	17
7	6	22	18
8	6	23	18
9	7	24	19
10	8	25	20
11	9	26	21
12	10	27	22
13	10	28	22
14	11	29	23
15	12	30	24

