

## 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 80% RULE 5      RECEIVES 0 STROKES  
JIM 10 HANDICAP 80% RULE 8      RECEIVES 3 STROKES  
BOB 12 HANDICAP 80% RULE 10      RECEIVES 5 STROKES  
SAM 18 HANDICAP 80% RULE 14      RECEIVES 9 STROKES

### **EXAMPLE TWOSOME**

CHUCK 12 HANDICAP 80% RULE 10 RECEIVES 0 STROKES  
FRED 26 HANDICAP 80% RULE 21 RECEIVES 11 STROKES

### **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

