

Singles and Pairs Match Play

ALL PLAYERS MUST HAVE A HANDICAP

- HANDICAP STROKES WILL WORK OFF THE LOWEST HANDICAP OF THE TWOSOME OR FOURSOME.
- 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 (OR PERSON) 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.
- A COIN TOSS IS ALSO ACCEPTABLE TO SETTLE A TIE.
- 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.

VERN NOVACK 604 948-1872 or 604 306-6920

EXAMPLE FOURSOME:

JOHN 6 HANDICAP RECEIVES 0 STROKES.
JIM 10 HANDICAP RECEIVES 4 STROKES.
BOB 12 HANDICAP RECEIVES 6 STROKES.
SAM 18 HANDICAP RECEIVES 12 STROKES.

EXAMPLE TWOSOME:

CHUCK 12 HANDICAP RECEIVES 0 STROKES.
FRED 26 HANDICAP RECEIVES 14 STROKES.