

ROUND FORMATS



Two 10-man teams - 20 players total - competing for 35 points

ROUND	COURSE	FORMAT	PLAY	MATCHES	POINTS
1	BRICKSHIRE	Best Ball (Modified Four-Ball)	Stroke - 18 Holes	5 matches	5 points

- 1. 20 players or 10 pairs (5 pairs from each team) will compete in a two-man vs two-man stroke play format.
- 2. All players will tee off on each hole from an assigned tee and play their own ball throughout the round.
- 3. Each player's gross score is recorded after each hole.
- 4. At the end of the round each player's course handicap is applied to his gross score to get each player's net score.
- 5. Each player's net score is combined with his partner's net score to get a TEAM NET SCORE
- 6. The team with the lowest TEAM NET SCORE wins the round and earns 1 team point.

TEE ASSIGNMENTS: As indicated on the *HANDICAP* sheet (some players may play from the shorter tee). **HANDICAPS:** Strokes are given according to each player's current course handicap at Brickshire

(NOTE: in an unmodified FOUR-BALL match the lowest score on each team is recorded on each hole)

2	HOBBS HOLE	Captains Choice (Modified or "Texas" Scramble)	Match - 18 Holes	5 matches	15 points
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- 1. 20 players or 10 pairs (5 pairs from each team) will compete in a two-man vs two-man NASSAU match play format.
- 2. Teams can earn 3 points per match (1 point each for the front, back & match ties earns half a point).
- 3. Each pair selects their best drive and each player plays their next shot from that position.
- 4. Players repeat the process until each pair holes out.
- 5. The pair with the lowest number of strokes on the front, back and match wins 1 team point each (3 points total).
- 6. Two drives are required of each player per player per nine holes making this a round a "Texas Scramble".

TEE ASSIGNMENTS: All players play from the FORWARD TEES

HANDICAPS: Stroke are given according to USGA regulations for *CAPT. CHOICE* (foursomes) match play Course Handicap used according to USGA allowance in a two-man team SCRAMBLE format:

(For each team the lower HCP player get 35% of his course handicap & higher HCP player get 15% of his course HCP) Team HCP is calculated and differential of the two team is applied to the hardest holes for the team with more strokes*

3	HOBBS HOLE	Alternate Shot	Match - 9	5 matches	5 points
		(Modified Foursomes)	Holes	Jiliattiles	

- 1. 20 players or 10 pairs (5 pairs from each team) will compete in a two-man vs two-man match play format.
- 2. Each winning pair earns 1 point for their match.
- 3. Each pair plays a single ball after teeing off playing the preferred drive (why this format is called "modified").
- 4. The player whose drive was not selected plays next (two drives are required of each player)
- 5. Players alternate shots until the ball is holed
- 6. The team with the lowest number of strokes wins the hole.

(NOTE: In an unmodified FOURSOME match all shots are alternated - preferred drives are not used)

TEE ASSIGNMENTS: All players play from the *FORWARD TEES*

HANDICAPS: Stroke are given according to USGA regulations for *ALTERNATE STROKE* (foursomes) match play Course Handicap used according to USGA allowance in a two-man team FOURSOMES format:

(For each team the two player's combined course handicap is calculated and 50% of that total determines the strokes given Team HCP is calculated and differential of the two team is applied to the hardest holes for the team with more strokes*

4	PIANKATANK	Singles (Twosomes)	Stroke - 18 Holes	10 matches	10 points
		(TWOSOTTIES)	noies		

- 1. 20 players in 10 pairings or 2 players (one from each team) will compete against each other in a stroke play format.
- 2. Each winning player earns 1 point for their team.
- 3. All players tee off from an assigned tee based on their regularly played Piankatank tee.
- 4. Each player's gross score is recorded on each hole.
- Each player's COURSE handicap is applied to their GROSS score to obtain their NET score.
- 6. The player with the lowest net score wins the round and 1 team point.
- 7. Two matches are played simultaneously in a four man group.

TEE ASSIGNMENTS: As indicated on the *HANDICAP* Sheet (Players must play their assigned the tee) **HANDICAPS**: Strokes are given according to each player's current course handicap

HANDICAP ALLOWANCE CALCULATIONS FOR MATCH PLAY:

FORMAT	TEAM	PLAYER	COURSE HCP FORWARD TEES	USGA RECOMMENDED ALLOWANCE	STROKES GIVEN	TEAM STROKES ¹	RESULT
	Team A	Schwartz	+3.0	35%	+2.10	6	
18 HOLE CAPTAIN'S		Shoemaker	+23.0	15%	+3.45		TEAM B GET 2 STROKES ²
CHOICE (Scramble)	Team B	Lipinski	+12.0	35%	+4.90	8	
		Mowers	+15.0	15%	+2.55		
9 HOLE ALTERNATE	Team A	Brown	-0.5	50%	-0.25	3	
STROKE (Foursomes)		Cummings	+6.0	50%	+3.00		TEAM B
Course Handicap is	Handicap is Halved for 9	Waring	+10.0	50%	+5.00	- 12	GETS 9 STROKES ²
Halved for 9 Hole Play		Jones	+12.5	50%	+6.25		

¹Team strokes are rounded up

²Strokes are applied on the hardest holes