

ROUND FORMATS



24 players - two 12 man teams competing for 36 points

ROUND	COURSE	FORMAT	PLAY	MATCHES	POINTS
1	HOBBS HOLE	Singles (Twosomes)	Stroke - 18 Holes	12 matches	12 points

- 1. 24 players or 12 pairs or 2 players (one from each team) will compete against each other in a stroke play format.
- 2. Each winning player earns one (1) point for their team.
- 3. All players will tee off from their assigned tee for a regular Piankatank round.
- 4. Each player's gross score is recorded after each hole`
- 5. At the end of the round each player's course handicap is applied to his gross score to get each player's net score
- 6. The player with the lowest net score wins the round and one (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 tee). **HANDICAPS:** Strokes are given according to each player's current course handicap at Hobbs Hole

2 MATTAPONI SPRINGS Best Ball Stroke - 18 Holes 6 matches 6 poir	2	MATTAPONI SPRINGS	Best Ball (Modified Four-Ball)	Stroke - 18 Holes	6 matches	6 points	S
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- 1. 24 players or 12 pairs (6 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 Mattaponi Springs

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

3	PIANKATANK	Captains Choice (Modified or "Texas" Scramble)	Match - 18 Holes	6 matches	18 points
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- 1. 24 players or 12 pairs (6 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 (one (1) point each for the front, back & match ties earns half (1/2) a point).
- 3. Each pair selects their best drive and each player plays their next shot from that position. And,
- 4. Two drives are required of each player on each of the nine holes making this a round a "Texas Scramble".
- 5. Players repeat the process until each pair holes out. The team with the lowest score wins the hole.
- 6. The pair with the most holes won on the front, the back and the match wins 1 team point each (3 points total).

TEE ASSIGNMENTS: All players play from the MIDDLE (Green) TEES

HANDICAPS: Strokes are given according to USGA regulations for CAPTAIN'S CHOICE (foursomes) match play Course Handicap for each player is used according to USGA allowance in a two-man team SCRAMBLE format: (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