



# ROUND FORMATS



24 players - two 12 man teams competing for 36 points

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

1. One player from each team competes against each other in a stroke play format.
2. Two matches are played simultaneously in a four-man group.
3. Players tee off from their assigned tee (*based Geezer Guys tee assignment policy*).
4. Each player's gross score is recorded after each hole.
5. At the end of the round each player's course handicap is subtracted from his gross score to get his net score.
6. The player with the lowest net score wins the round and one 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 Hobbs Hole.

2	WILLIAMSBURG NATIONAL	Best Ball (Modified Four-Ball)	18 Hole Stroke Play	6 matches	6 points
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1. Two players from each team compete against each other in a stroke play format.
2. Players tee off from their assigned tee (*based Geezer Guys tee assignment policy*).
3. Players play their own ball throughout the 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 his net score.
6. Each player's net score is combined with his partner's net score to get a TEAM NET SCORE.
7. The team with the lowest team net score wins the round and earns one 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 Williamsburg National Jamestown

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

3	PIANKATANK	Captains Choice (Modified or "Texas" Scramble)	18 Hole Match Play	6 matches	18 points
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1. Two players from each team compete against each other in a NASSAU match play format.
2. Teams can earn 3 points per match (1 point each for the most holes won front, back & match - ties earns half a point).
3. Two drives are required of each player on each of the nine holes making this a "Texas Scramble".
4. Each team selects their best drive and each player plays their next shot from that position.
5. Players repeat the process until each team holes out.
6. Each team's net score is calculated by subtracting any strokes given from the team's gross score.
7. Each team's net score is recorded on the scorecard.
8. The team with the lowest net score wins the hole.

**TEE ASSIGNMENTS:** All players play from the *GREEN TEES*.

**HANDICAPS:** Strokes are given according to USGA regulations for *CAPT. CHOICE* (foursomes) match play. SEE BELOW

In this format, each player is given an **adjusted** course handicap, based upon his course handicap, according to the USGA allowance for a two-man team SCRAMBLE format, as follows:

- a. For each team, the player with the lower course handicap gets 35% of that handicap, and
- b. The player with the higher course handicap gets 15% of that handicap.
- c. Team handicaps are calculated by adding together both of the player's **adjusted** course handicaps, as calculated in (a) and (b) above.
- d. Any strokes given, will be the differential of the two team's **adjusted** course handicaps.
- e. Any strokes given are applied on the hardest holes.

# EXAMPLE OF HANDICAP ALLOWANCE CALCULATIONS FOR MATCH PLAY – SCRAMBLE FORMAT

FORMAT	TEAM	PLAYER	COURSE HCP	USGA RECOMMENDED ALLOWANCE	ADJUSTED COURSE HCP	TEAM HCP	RESULT
18 HOLE CAPTAIN'S CHOICE (Scramble)	Team A	Player 1	8	35%	2.8	6.9	TEAM B GETS 3 STROKES <sup>2</sup>
		Player 2	27	15%	4.1		
	Team B	Player 3	15	35%	5.2	9.9	
		Player 4	31	15%	4.7		

<sup>1</sup>Team handicaps are rounded

<sup>2</sup>Strokes are applied on the hardest holes