

2018 PENNANT CONDITIONS



1. GENERAL

- 1.1. The Sunshine Coast Golf Zone (SCGZ) Pennant commenced circa 1968.
- 1.2. The SCGZ Pennant is a club team match play competition which encourages the participation of all Member Clubs within the Sunshine Coast Golf Zone. The Pennant Season consists of "round robin" Contests between Clubs in each division.
- 1.3. SCGZ may arrange publicity before and after Pennant events. It is a condition of entry and participation in Pennant that all players assent to references to them, and pictures of them in practice and play being published via any medium including the internet. This includes results of matches and handicaps.

2. ELIGIBILITY

- 2.1. The Pennant competition is open to all Member Clubs affiliated with the Sunshine Coast Golf Zone within the Sunshine Coast & South Burnett District Golf Association (SC&SBDGA). Other teams may be invited to participate with the approval of the Member Clubs.
- 2.2. A team from outside the SCGZ has been invited to compete in the A Grade competition. This team, "Hervey Bay", is comprised of players who are members of Hervey Bay Golf and Country Club (and affiliated with Golf Wide Bay).
- 2.3. All players shall be male amateur golfers with a current Australian Handicap and who are bona-fide Members of the Club they represent. A bona-fide Member is one who has playing rights of that Club and must be financial (i.e. financially up to date with membership subscription) and eligible to win Honour Board events. Exception: Girls are also permitted in the Junior competition.
- 2.4. **Junior** players shall be under 18 years of age as at the date of the first scheduled match of the season. They can then play the entire season.
- 2.5. **Masters** players shall be over 50 years of age as at the date of the match.
- 2.6. No player may represent more than one Club in any one year. In exceptional personal circumstances, a player may appeal directly to the SCGZ Match Committee for an exemption from this condition.
- 2.7. Where a club has entered multiple teams in one grade, players shall not move between teams within the grade.
- 2.8. A player having played two (2) matches in any higher grade(s) cannot play in any lower grade for the remainder of the season. Hierarchy: A Grade, B Grade, Masters/Juniors.
- 2.9. The penalty for an ineligible player competing in a Pennant match is the loss of the specific individual match. Other penalties or sanctions may be brought against the Team or Club if a deliberate attempt at deception is encountered.

3. CONTESTS & MATCH DURATION

- 3.1. The competition between two teams is known as a Contest. Contests will be played on the date and at the Host Club specified in the draw.
- 3.2. All matches shall be played in accordance with the Rules of Golf together with any Local Rules as specified by the Host Club.
- 3.3. A Contest is decided when all individual matches have been completed.
- 3.4. Wherever possible, all Matches shall be played over a round of eighteen (18) holes.
- 3.5. If a match is 'All Square' after the completion of the round, the match is deemed Squared.
EXCEPTION: In Finals, if a match is All Square after the completion of eighteen (18) holes, play shall continue until one player secures the advantage. In a handicap match that extends into extra holes, shots will be given/taken on holes in the same manner as when played the first time.

If the Final Contest is already decided, the players involved and/or the Captains of both teams may consent for any Match still in progress to be terminated as "Squared".

- 3.6. If the Host Club does not have 18 holes "in play" due to course renovations, construction or course conditions, the Host Club has the authority to reduce matches to no less than sixteen (16) holes. A composite course, where any hole may be played up to twice, may be devised by the Host Club to avoid cancelling the Contests.
- 3.7. To assist Pace of Play, it is preferable that players do not continue play upon completion of their Match.

4. HOST CLUB DUTIES & RESPONSIBILITIES

- 4.1. Competitors will be made Honorary Members of the Host Club for the day.
- 4.2. The Host Club are strongly encouraged to ensure that food and beverages are available for sale for all Contests.
- 4.3. The Host Team must provide a Match Committee for the full duration of each Contest at that venue. The Match Committee shall consist of a minimum of two representatives (non-playing or players that have completed their matches) of the Host Club. As a minimum, the Host Club shall provide a Starter to receive Team Lists and to ensure matches begin as scheduled and a Rules Official / Marshal on the course. Breach of this clause may incur a deduction of two (2) fixture points for that Club's team.
- 4.4. To assist with Pace of Play, the Host Club is also encouraged to provide impartial "spotters" or forecaddies at appropriate locations on the course to indicate to players the position of their balls during play.
- 4.5. The Match Committee shall be responsible for administering the matches at their venue, monitoring Pace of Play (and issuing penalties if required) and determining any Rules of Golf dispute which may arise or is referred to it.
- 4.6. Prior to determining any dispute regarding Pennant Conditions or competition administration at a Pennant venue, the Match Committee is required to ascertain relevant details (either orally or in writing) from one representative of the Clubs involved and any other relevant party. Following consideration of this dispute, the Committee decision must be conveyed to one authorised representative from the Clubs.
- 4.7. Unless otherwise indicated, the Host Club Match Committee does not have the authority to alter or vary any Pennant Condition.
- 4.8. The Host Club is responsible for the collection and return of the completed Results Sheets to SCGZ Match. It is preferable that results are returned by 4pm on the same day as the Contests.

5. PRACTICE

- 5.1. In the week preceding each scheduled Contest (Monday to Saturday inclusive), each Host Club shall permit players from other Clubs that will be playing in the upcoming Contest to play one (1) practice round AT NO CHARGE. The days and times available for practice rounds are at the discretion of the Host Club; but shall allow plentiful access to all players involved in the upcoming Contest.
- 5.2. If the practice round is to be played during a regularly scheduled Member's Competition, the Host Club may charge their usual Competition Fee, but not a Green Fee component.
- 5.3. Host Clubs may require a Team List (including Membership number) to be provided prior to allowing any visiting player access to their course. Further, players may be required to produce proof of their Club Membership before accessing the course.
- 5.4. At least 8 players per team (4 players for Junior teams) shall be permitted practice rounds by Host Clubs.
- 5.5. Prior to commencement of their matches, players are permitted to practice on the course on the day of competition in accordance with Rule 7-1a. Such practice shall not inconvenience or interrupt any other golfers (social, competition or Pennant).
- 5.6. Following the commencement of their matches, players may practise in accordance with Rule of Golf 7-2. However, players should note that penalties may still be applied in accordance with Rule of Golf 6-7 to any player who delays play by such actions.

6. TEAM LISTS & PLAYING ORDER

- 6.1. Team Captains or an authorised representative shall submit their line-up and order of play to the Starter at least ten (10) minutes prior to the stated Contest tee time.
- 6.2. The Team List shall be in numerical order from the No. 1 player (highest ranked) to the No. 7 (No. 3 for Juniors) player (lowest ranked), a Reserve (optional), and/or any non-playing Team Manager or Captain (optional).
- 6.3. It is preferable for each team to submit line-ups independently of the opposition team and the Starter shall transfer player details to the official Team List/Results Form.
- 6.4. Late submission of the team line-up will incur the following penalties:

Team List submitted:	Penalty:
5 – 9 minutes prior to Contest tee time.	The Club's lowest ranked player will lose the 1st hole of his match.
4 minutes or less prior to Contest tee time.	The Club's lowest ranked player will lose the 1 st and 2 nd holes of his match and the Club's second-lowest ranked player will lose the 1 st hole of his match.
After Contest tee time.	The Club's team forfeits the entire Contest.

NOTE: If, in exceptional circumstances that are beyond the Team's control (which will be investigated by the SCGZ Match Committee), the Host Club Starter receives advice 15 MINUTES or more before the schedule tee time that the entire Team will be late, then the Starter has the option of re-scheduling their Contest times to later in the same day - only if both Team Captains and the Host Club agree and no other Contest tee time is delayed.

- 6.5. Clubs are encouraged to submit their team lists as soon as possible upon arrival.
- 6.6. Team lists may be amended, in any manner, up to 10 minutes before the Contest's tee time. The completed Team List must be clear in all details.
- 6.7. Individual matches are to be played from the tee markers as directed by the Host Club and in order beginning with the No. 7 players (No. 3 for Junior contests) and concluding with the No. 1 players.
- 6.8. Once play has commenced in any match, the penalty for any player playing in the incorrect team position will be disqualification (loss of match – 10 & 8).

7. TEAM MANAGER & CADDIES

- 7.1. Each team may appoint a Team Manager. The Team Manager must be a Member or employee of the team's Club.
- 7.2. The Team Manager shall be identified on the Team List submitted prior to the start of the Contest. In accordance with the Note to Rule of Golf 8, permission is given for the Team Manager to give advice (including indicating a line for putting) to members of their team.
- 7.3. Clubs appointing Team Managers ineligible under the above conditions shall be subject to penalty as determined by the SCGZ Match Committee.
- 7.4. (Rule 6.4) A player may be assisted by a caddie. There are no restrictions on who may serve as a player's caddie. A player who has completed his match is permitted to then caddie for another player including providing advice and line of putts, etc. (Decision 6-4/8).

8. EQUIPMENT AND DISTANCE MEASURING DEVICES

- 8.1. It is obligatory for all competitors to play with equipment which conforms to the Rules of Golf. PENALTY: Disqualification.
- 8.2. A "one ball" policy does NOT apply for Pennant Competition. It is good etiquette for the player to notify their opponent of the brand/type/number of ball and/or the personal mark on the ball prior to use of that ball.
- 8.3. **During a Pennant match, a player may obtain distance information by use of a distance-measuring device. If, during a stipulated round, a player uses a distance-measuring device to gauge or measure other conditions that might affect their play (e.g. elevation changes, wind speed, etc), the player is in breach of Rule 14-3.**

NOTE: The device (including Smartphones that have GPS and/or internet capabilities) may be used to measure distance only. Any other illegal functions or capabilities, such as gradient or club recommendation, must not be used. Accessing weather reports and compass functions are permissible.

- 8.4. The use of mobile phones for phone calls or sms/texting by players or caddies during any competition round is poor etiquette. Mobile phones may be taken on the course only if switched off or on "silent". Serious breaches of etiquette may result in disqualification.

9. BEHAVIOUR & DRESS REQUIREMENTS

- 9.1. Golf is a game that relies on the integrity of the individual to show consideration for other players and to abide by the Rules. All players shall conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is the spirit of the game of golf.
- 9.2. By competing in the Pennant Competition, the player agrees to adhere to commonly accepted standards of golfing etiquette and exemplary behaviour during competition, practice rounds and in the precinct of any club or course and at all times.
- 9.3. All Managers, Captains, Players, Caddies and Supporters shall adhere with the 'Etiquette of Golf' as defined in the "Rules of Golf". Disciplinary action will be taken for any serious breaches of etiquette, such as (but not limited to):
- **physical or verbal intimidation;**
 - **verbal abuse of any person (including self);**
 - **loud profane language;**
 - **physical abuse of any person, property or equipment;**
 - **deliberate breach of a Rule of Golf; or**
 - **manipulation of their handicap.**
- 9.4. For all players in the Junior Pennant Competition (regardless of age), it is a condition of participation that smoking or drinking alcohol is NOT permitted.
Penalty: Disqualification.
- 9.5. Players and caddies appearing to be intoxicated or under the influence of alcohol or drugs will not be permitted to play and are subject to disciplinary action.
- 9.6. Players and caddies are required to adhere to the Host Club's clothing and footwear requirements:
- | | |
|-------------------------------|-----------------------|
| Penalty for breach by player: | Disqualification. |
| Penalty for breach by caddie: | Caddie must withdraw. |
- 9.7. Clubs are encouraged to ensure that their supporters are attired in accordance with the Host Club's dress standard.

10. DRAW & STARTING TIME

- 10.1. Contests shall commence from the designated starting tee at the time and in the order listed on the draw unless otherwise advised by the SCGZ Match Committee.
- 10.2. The honour for each Contest shall be decided by the toss of a coin by representatives of the competing Clubs. The team that wins the toss shall have the honour at the starting tee for all matches in that Contest.
- 10.3. All Contests shall be played in reverse order from lowest ranked player (No. 3 for Juniors, No. 7 for all other grades) to No. 1.
- 10.4. If a player arrives at his starting tee, ready to play, within five minutes after his starting time, the penalty for failure to start on time is loss of the first hole. Play will then commence from the second hole. If the player is still not present and ready to play after five minutes, the player shall be considered absent and the Match is forfeited with a score of 10 & 8 to the other player.
- 10.5. For A Grade Contests only: If a nominated player is not in attendance or is otherwise unable to play when required to do so, the Reserve as named on the Team List may be immediately substituted for the nominated player, but only in that player's starting position. An emergency player can only be substituted up to and including the tee time of the listed player who has failed to appear. If not required, emergencies shall not play on the day of the Contest.

- 10.6. If a team cannot field a full complement of players, walkovers shall be given starting from the lowest ranked team position (No. 3 in Juniors and No. 7 in all other grades).
- 10.7. If a Club intends to give a walkover in an individual match or a team Contest, the Captain of the opposing team shall be notified as soon as possible prior to the match or contest.
- 10.8. If a walkover has been given in advance of the day of the match or Contest, the opposing player or team need not be present on the day of the match or Contest.
- 10.9. Satisfactory Pace of Play is desirable for all matches. As all matches involve only two players, the following table outlines preferred Pace of Play:

	GOOD	SATISFACTORY	UNSATISFACTORY
9 HOLES	Under 1hr 45 mins	1 hr 50 mins	2 hrs or more
18 HOLES	Under 3 hrs 30 mins	3 hrs 40 mins	4 hrs or more

Host clubs shall ensure all matches maintain a satisfactory pace of play.

11. COURSE CONDITIONS, SUSPENSION OF PLAY AND ABANDONMENT OF CONTESTS

- 11.1. In the event of heavy rain, lightning, fog, heat, unplayable course conditions or for any other reason, the Host Club's Match Committee will be responsible for suspending and resuming play.
- 11.2. The signal for suspending play will be as follows:

Discontinue play immediately	1 prolonged note of siren.
Discontinue play	3 consecutive notes of siren, repeated.
Resume play	2 short notes of siren, repeated.
- 11.3. Players shall follow the instructions of the Host Match Committee for the suspension and resumption of play in accordance with Rule of Golf 6-8b.
- 11.4. When directed by the Host Match Committee, players shall return to their various locations. Every effort should be made to complete all Contests on the scheduled day.
- 11.5. Where weather or course conditions prevent the first or any subsequent matches from starting or being completed on the day, then the result of ALL matches shall be declared Null and Void. The Host Club Match Committee shall determine whether matches are able to be played.
- 11.6. If the Host Match Committee declares that completion of all the Contests is not possible on the scheduled day, the whole round shall be abandoned; and points awarded as per Clause 14.2.

12. DIVISIONS & MATCH FORMATS

- 12.1. Matches shall be played in the following Divisional structure:

A GRADE	7 players per team. Scratch match play with team members playing in ANY handicap order. No handicap limitations.
B GRADE	7 players per team. Handicap match play with team members playing in order of DAILY handicap. DAILY Handicap limit of 18. Higher handicap is reduced to 18.
MASTERS	7 players per team. Handicap match play with team members playing in order of DAILY handicap. DAILY Handicap limit of 18. Higher handicap is reduced to 18.
JUNIORS	3 players per team – boys and girls. Handicap match play with team members playing in order of DAILY handicap. DAILY Handicap limit of 36 for boys and 45 for girls <u>BEFORE</u> the match handicaps are adjusted as described in Appendix J.

13. TRANSPORTATION

- 13.1. Motorised transport may be used in ANY match.
- 13.2. The Host Club has the discretion to restrict or deny the use of motorised transport due to course and/or weather conditions.

14. SCORING SYSTEM

14.1. The following table describes the points system for matches in each Contest:

MATCH RESULT / SITUATION	MATCH POINTS	HOLES UP/DOWN
Player wins match.	1 match.	e.g. 3 & 2 or 2 up
Match is "All Square" at end of round.	½ match.	0
Player wins by forfeit.	1 match.	10 & 8.
Player wins due to disqualification or withdrawal of player during round.	1 match.	Assume player wins remaining holes.

14.2. The following table describes the number of fixture points and matches awarded for each Contest and situation during the fixture season:

CONTEST RESULT / SITUATION	FIXTURE POINTS	MATCHES AWARDED
Team wins more individual matches than opposition team.	2 fixture points.	Number of matches won.
Team loses more individual matches than opposition team.	0 fixture points.	Number of matches won.
Both teams win equal number of individual matches.	1 fixture point.	Number of matches won.
Team has a bye.	0 fixture points.	No matches.
Teams in match day that is abandoned due to weather/course conditions (Clause 11.6).	1 fixture point.	No matches.

15. PENNANT FINALS & QUALIFICATION

- 15.1. The Zone Match Committee shall be the controlling Match Committee for all Finals.
- 15.2. Fixture points are awarded for each Contest during the season. The team that has the most fixture points at the end of the season shall be declared the Minor Premiers.
- 15.3. If two or more teams are equal on fixture points at the end of the season, the procedure for breaking ties for any Final is as follows:
- The team(s) with the greater individual matches won shall advance.
 - Where two or more teams have equal individual match wins, the team that defeated the other team(s) during the fixture season shall advance.
 - If still equal, the team with more holes won in their fixture advances.
- 15.4. At the conclusion of the fixture season, the teams that progress to the Finals are decided as follows:
- A GRADE 1st place team proceeds directly to Final.
 2nd and 3rd placed teams play a knock-out qualifying final. The winner of the qualifying final advances to the Final.
- B GRADE The top four teams play knock-out semi-finals. 1st vs 4th and 2nd vs 3rd.
 The winners of the semi-finals advance to the Final.
- MASTERS The 1st and 2nd placed teams proceed directly to the Final.
- JUNIORS The 1st and 2nd placed teams proceed directly to the Final.

15.5. ELIGIBILITY FOR ANY FINAL MATCH

- a) Teams with 3 completed fixture rounds – A player shall play a minimum of one (1) match in the grade during the fixture season to be eligible to play any Qualifying Final or Final for that grade.
- b) Teams with 4 or more completed rounds – A player shall play a minimum of two (2) matches in the grade (and team) during the fixture season to be eligible to play any Qualifying Final or Final for that grade.

NOTE: Only matches with completed Team Lists will be considered eligible. e.g. A round abandoned before match day will not have team sheets and players will be deemed to have not competed.

- 15.6. Pennant Finals will be played at each Club on alphabetical rotation. The venue for the 2018 Pennant Season Finals is **COOROY Golf Club**.

For Club Managers/Pennant Co-ordinators/Team Managers/Captains only, direct questions to:

Scott Mayes SCGZ Director of Golf
Phone: 0417 631 484
Fax: (07) 5448 6445
Email: scott@sunshinecoastgolf.org

RESULTS

PLEASE SEND THE COMPLETED RESULTS SHEETS ON MATCH DAY TO:

SCAN & EMAIL	PHOTO & TEXT	FAX
scott@sunshinecoastgolf.org	0417 531 484	5448 6445

IT IS THE RESPONSIBILITY OF THE HOST CLUB TO ENSURE THAT TEAM/RESULTS SHEETS ARE AVAILABLE FOR ALL CONTESTS.

TEAM/RESULT SHEETS HAVE BEEN EMAILED TO ALL CLUBS AND ARE AVAILABLE AT

www.sunshinecoastgolf.org

APPENDIX J

ADDITIONAL NOTES FOR THE JUNIOR PENNANT COMPETITION

- J1 The SCGZ Junior Pennant Competition includes boys and girls in a match play competition and will require the opponents to play from different sets of tees. Golf Australia provides operational guidance in the document "SINGLES COMPETITIONS PLAYED FROM MULTIPLE TEES & MIXED-GENDER SINGLES COMPETITIONS". This document is available in the Rules and Handicapping area of the GA website.
- J2 The following procedures must be used by ALL clubs, teams and players.
- J3 All courses will be played using the following tees for ALL matches irrespective of the participant's handicap, age or gender:

MEN'S COURSE INFORMATION				VENUE	WOMEN'S COURSE INFORMATION			
PAR	SCRATCH RATING	SLOPE	MEN'S TEES		WOMEN'S TEES	PAR	SCRATCH RATING	SLOPE
71	69	120	WHITE	CALOUNDRRA	RED	72	73	126
70	67	113	WHITE	COOROY	RED	70	70	117
70	69	115	WHITE	GYMPIE	RED	72	72	120
72	70	125	WHITE	HEADLAND	RED	73	74	129
72	71	120	WHITE	MAROOCHY RIVER	RED	72	72	121
72	69	129	WHITE	MT COOLUM	RED	72	73	129
68	66	113	WHITE	NAMBOUR	RED	70	70	117
72	71	122	WHITE	NOOSA	RED	73	74	124
72	69	125	WHITE	PEREGIAN SPRINGS	RED	72	72	126

Note: The par for the course being played is included here for information purposes only. It is not required in the calculation of player handicaps to be used in matches.

J4 ALL players MUST use the following procedure to determine the number of shots to be given/taken during their match:

- 1) Each player will calculate their Daily Handicap that is appropriate to the Slope Rating of the course (tee colour) they will be playing. In the description below, Player 1 (P1) always has a lower Daily Handicap than Player 2 (P2).
- 2) As usual for handicap match play, the player with the LOWER Daily Handicap (P1) has their handicap reduced to zero (0) for the match. And, the player with the HIGHER Daily Handicap (P2) reduces their handicap by the same amount to give their handicap for the match.
- 3) The player with the HIGHER Daily Handicap (P2) now adjusts their handicap for the match by the difference between the Scratch Ratings as follows:
 - a) If the Scratch Rating for P2's course is higher than the Scratch Rating of P1's course, P2's match handicap is increased by the difference between the two Scratch Ratings.
 - b) If the Scratch Rating for P2's course is lower than the Scratch Rating of P1's course, P2's match handicap is reduced by the difference between the two Scratch Ratings.
- 4) If clause 3b results in P2's match handicap to be now less than zero, both match handicaps are increased equally until P2's match handicap is zero. Hence, P2 will play off scratch (zero) in the match and P1 will have a higher match handicap and will receive shots during the match.

J5 The Match Index for the Men's Course shall be used by both players (irrespective of gender).

J6 There are some courses where the same hole is a par 5 for women and a par 4 for men. However, in match play, the hole's par shall be disregarded for the result of the hole. The player who completes the hole in the least number of nett strokes wins the hole or the hole is halved if scores are equal.

J7 In match play, the player with the honour tees off first. However, the distance between some men's tees and the women's tees can be quite significant and may cause safety or pace of play issues. For example, a girl has the honour and tees off first from a forward tee and then may be forced to retreat behind a tree or walk back to the boy's tee for safety.

In this situation, it is strongly recommended for the boy to tee off first and that the girl won't recall the shot (which is her prerogative when her opponent hits out of turn in match play). The girl can then proceed to the forward tee and commence play on the hole.

NOTES: The **DAILY** Handicap limit of **36** for boys and **45** for girls BEFORE the match handicaps are adjusted as described herein.

It is permissible for a player to have a handicap for the match of higher than 36 (boys) or 45 (girls) after the application of the adjustment for Scratch Ratings.

NOTE: P1 is ALWAYS the player with the LOWER Daily Handicap (irrespective of gender).

EXAMPLE 1

	Player 1 (P1)	Player 2 (P2)
GA Handicap	14.9	29.2
Course Scratch Rating	71	72
Course Slope	122	122
1) Daily Handicap	16	32
2) Initial match handicap	0	16
3) Adjust for Scratch Ratings	P1's SR < P2's SR → Clause 3a Increase P2's match h/c	
Adjusted match handicap	0	16 + (72 – 71) 17
4) P2's match handicap is negative? Adjust, if required.		No. No adjustment required.
Final Match Handicaps	0	17

EXAMPLE 2

	Player 1 (P1)	Player 2 (P2)
GA Handicap	14.9	29.2
Course Scratch Rating	72	71
Course Slope	122	122
1) Daily Handicap	16	32
2) Initial match handicap	0	16
3) Adjust for Scratch Ratings	P1's SR > P2's SR → Clause 3b Reduce P2's match h/c	
Adjusted match handicap	0	16 - (72 – 71) 15
4) P2's match handicap is negative? Adjust, if required.		No. No adjustment required.
Final Match Handicaps	0	15

EXAMPLE 3

	Player 1 (P1)	Player 2 (P2)
GA Handicap	4.2	6.1
Course Scratch Rating	69	72
Course Slope	115	120
5) Daily Handicap	4	6
6) Initial match handicap	0	2
7) Adjust for Scratch Ratings	P1's SR < P2's SR → Clause 3a Increase P2's match h/c	
Adjusted match handicap	0	2 + (72 – 69) 5
8) P2's match handicap is negative? Adjust, if required.		No. No adjustment required.
Final Match Handicaps	0	5

EXAMPLE 4

	Player 1 (P1)	Player 2 (P2)
GA Handicap	4.2	6.1
Course Scratch Rating	72	69
Course Slope	120	115
5) Daily Handicap	4	6
6) Initial match handicap	0	2
7) Adjust for Scratch Ratings	P1's SR > P2's SR → Clause 3b Reduce P2's match h/c	
Adjusted match handicap	0	2 - (72 – 69) -1
8) P2's match handicap is negative? Adjust, if required.		Yes. Increase handicaps equally.
Final Match Handicaps	1	0

EXAMPLE 5

	Player 1 (P1)	Player 2 (P2)
GA Handicap	33.9	39.1
Course Scratch Rating	70	74
Course Slope	125	129
9) Daily Handicap	36	45
10) Initial match handicap	0	9
11) Adjust for Scratch Ratings	P1's SR < P2's SR → Clause 3a Increase P2's match h/c	
Adjusted match handicap	0	9 + (74 – 70) 13
12) P2's match handicap is negative? Adjust, if required.		No. No adjustment required.
Final Match Handicaps	0	13

EXAMPLE 6

	Player 1 (P1)	Player 2 (P2)
GA Handicap	30.3	31.2
Course Scratch Rating	74	70
Course Slope	129	125
9) Daily Handicap	35	35
10) Initial match handicap	0	0
11) Adjust for Scratch Ratings	P1's SR > P2's SR → Clause 3b Reduce P2's match h/c	
Adjusted match handicap	0	0 - (74 – 70) -4
12) P2's match handicap is negative? Adjust, if required.		Yes. Increase handicaps equally.
Final Match Handicaps	4	0