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Information and enquiries:

Individual players must direct any questions to their authorised Club Managers / Pennant Co-ordinators / Team Managers / Captains only.

Only these authorised personnel may 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 631 484	5448 6445

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

TEAM/RESULT SHEETS ARE AVAILABLE AT
www.sunshinecoastgolf.org

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.
- 1.3. The 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 player handicaps and results of matches.

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 Inc. (SC&SBDGA). Other teams may be invited to participate with the approval of the Member Clubs.
- 2.2. Participating Clubs shall have paid their capitation fees to their Zone/District. Teams from un-financial Clubs will not be eligible to proceed to any Final.
- 2.3. Participating Clubs assent to making their course freely available for the Pennant Finals on an alphabetical rotation basis – approximately once every twelve years.
- 2.4. All players shall be male amateur golfers with a current Australian Handicap; and bona-fide Members of the Club they represent.

A bona-fide Member is one who has playing rights of that Club where they are eligible to win their Club Championship (and other Honour Board events) and must be financially up to date with their membership subscription.

In addition:

Juniors: 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.

Junior Girl members of SCGZ Member Clubs may compete in Junior Pennant.

Masters: Players shall be 50 years of age or older as at the date of the match.

- 2.5. 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.
- 2.6. DELETED.
- 2.7. 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 (highest to lowest): A Grade, B Grade, Masters/Juniors.
- 2.8. 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. Host Club Duties & Responsibilities

- 3.1. Competitors will be made Honorary Members of the Host Club for the day.
- 3.2. The Host Club shall ensure that food and beverages are available for sale for all Contests.
- 3.3. The Host Club shall prepare the golf course as follows:
 - Prepare to a standard equal or better than their Club Championship including mowing/rolling greens, raking bunkers, etc. as the weather permits.
 - Hole locations shall be positioned to suit green speed and green slope and likely weather conditions. It is recommended to place holes in 6 easy, 6 medium and 6 difficult locations.

- 3.4. The following tees shall be used for all contests:
- A GRADE Full championship course. e.g. Black tees or equivalent.
 - B GRADE Full championship course. e.g. Black tees or equivalent.
 - MASTERS Full championship course. e.g. Black tees or equivalent.
 - JUNIORS BOYS – White Tees. GIRLS – Red Tees.
- 3.5. 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.
- 3.6. 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 Team. As a minimum, the Host Team 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.
- 3.7. 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.
- 3.8. The Match Committee shall be responsible for administering the matches, monitoring Pace of Play (and issuing penalties if required) and determining any Rules of Golf dispute which may arise or is referred to it.
- 3.9. 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 authorised representatives from the Clubs.
- 3.10. Unless otherwise indicated, the Host Club Match Committee does not have the authority to alter or vary any Pennant Condition.
- 3.11. The Host Club is responsible for the collection and return of the completed Results Sheets to the SCGZ Director of Golf. The results shall be returned by 3pm on the day of the Contests.

4. Practice

- 4.1. In the week preceding each scheduled Contest or Final (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.
- 4.2. If the practice round is to be played during a regularly scheduled Members’ Competition, the Host Club may charge their usual Competition Fee, but not a Green Fee component.
- 4.3. 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.
- 4.4. At least eight (8) players per team (4 players for Junior teams) shall be permitted practice rounds by Host Clubs.
- 4.5. (Rule 5.2a) Prior to commencement of their matches, players are permitted to practice on the course on the day of competition. Such practice shall not inconvenience or interrupt any other golfers (social, competition or Pennant).

5. Divisions & Match Formats

5.1. Matches shall be played in the following Divisional structure:

A GRADE	7 players per team. Scratch match play. Team members play in ANY handicap order. No handicap limitations.
B GRADE	7 players per team. Handicap match play. Team members play in ANY handicap order. The following DAILY Handicap limits apply: <ul style="list-style-type: none">• Players No. 1 to 3: Maximum 9 Daily Handicap. If the player's daily handicap is greater than 9, it must be reduced to 9.• Players No. 4 to 7: Maximum 15 Daily Handicap. If the player's daily handicap is greater than 15, it must be reduced to 15.
MASTERS	7 players per team. Handicap match play. Team members play in ANY handicap order. The following DAILY Handicap limits apply: <ul style="list-style-type: none">• Players No. 1 to 3: Maximum 9 Daily Handicap. If the player's daily handicap is greater than 9, it must be reduced to 9.• Players No. 4 to 7: Maximum 15 Daily Handicap. If the player's daily handicap is greater than 15, it must be reduced to 15.
JUNIORS	3 players per team – boys and girls. Handicap match play. Team members play in order of DAILY handicap. DAILY Handicap limit of 36 for boys and 45 for girls BEFORE the match handicaps are adjusted as described in Appendix J.

6. Team Captain & Caddies

- 6.1. (Rule 24.4) Each team may appoint a Team Captain as an "advice giver". The Team Captain must be a Member or employee of the team's Club.
- 6.2. The Team Captain shall be identified on the Team List submitted prior to the start of the Contest. The Team Captain may give advice (including indicating a line for putting) to members of their team.
- 6.3. Clubs appointing a Team Captain ineligible under the above conditions shall be subject to penalty as determined by the SCGZ Match Committee.
- 6.4. (Rule 10.3) A player may be assisted by a caddie. There are no restrictions on who may serve as a player's caddie.

NOTE: A player who has completed his match is permitted to then caddie for another player including providing advice and line of putts, etc. (Interpretation 10.3a/2)

7. Contests & Match Duration

- 7.1. 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.
- 7.2. All matches shall be played in accordance with the Rules of Golf together with any Local Rules as specified by the Host Club.
- 7.3. A Contest is decided when all individual matches have been completed.
- 7.4. Wherever possible, all Matches shall be played over a round of eighteen (18) holes.
- 7.5. For round robin fixture matches, if a match finishes 'All Square', the match is deemed Halved/Squared.
- 7.6. It is preferred that players should not continue play upon completion of their Match.

8. Team Lists & Playing Order

- 8.1. Team Captains or an authorised representative shall submit their team (including order of play) to the Starter at least ten (10) minutes prior to the stated Contest tee time.
- 8.2. The Team List shall be in numerical order from the No. 1 player to the No. 7 (No. 3 for Juniors) player, a Reserve (optional), and/or any non-playing Team Captain (optional).
- 8.3. 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.
- 8.4. Late submission of the team line-up will incur the following penalties:

Team List submitted:	Penalty:
5 to 9 minutes prior to Contest tee time.	The Club's lowest ranked player will lose the 1 st hole of their match.
4 minutes or less prior to Contest tee time.	The Club's lowest ranked player will lose the 1 st and 2 nd hole of their match and the club's second lowest ranked player will lose the 1 st of their 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.

- 8.5. Clubs are encouraged to submit their team lists as soon as possible upon arrival.
- 8.6. 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.
- 8.7. Individual matches are to be played in order beginning with the No. 7 players (No. 3 for Junior contests) and concluding with the No. 1 players.
- 8.8. 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).

9. Equipment

- 9.1. It is obligatory for all competitors to play with equipment which conforms to the Rules of Golf. PENALTY: Disqualification.
- 9.2. A "one ball" policy does NOT apply for Pennant Competition.
- 9.3. A player may obtain information on distance or direction by use of a distance-measuring device or compass. (Rule 4.3a1)
- 9.4. 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.

10. Behaviour & Dress Requirements (Rule 1.2)

- 10.1. 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.
- 10.2. 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.
- 10.3. 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.
- 10.4. For all players in the Junior Pennant Competition (regardless of age), it is a condition of participation that smoking or alcohol consumption is NOT permitted.
- Penalty: Disqualification.
- 10.5. 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.
- 10.6. 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. |

11. Draw & Starting Time

- 11.1. 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.
- 11.2. 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.
- 11.3. All Contests shall be played in reverse order from No. 7 (No. 3 for Juniors) to No. 1.
- 11.4. 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.
- 11.5. 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.
- 11.6. 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.
- 11.7. Satisfactory Pace of Play is desirable for all matches. Host clubs shall ensure all matches maintain a satisfactory pace of play. 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

12. Transportation

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

13. Course Conditions, Suspension Of Play And Abandonment Of Contests

- 13.1. 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.
- 13.2. The signals for suspending and resuming play are 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.
- 13.3. Players shall follow the instructions of the Host Match Committee for the suspension and resumption of play in accordance with Rule 5.7.
- 13.4. 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.
- 13.5. 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.
- 13.6. 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 accordingly.

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.	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 | 1 st and 4 th place teams play a knock-out semi-final. The winner advances to the Final.
2 nd and 3 rd placed teams play a knock-out semi-final. The winner advances to the Final. |
| B GRADE | The 1 st and 2 nd placed teams proceed directly to the Final. |
| MASTERS | The 1 st and 2 nd placed teams proceed directly to the Final. |
| JUNIORS | The 1 st and 2 nd placed teams proceed directly to the Final. |

16. Semi-Finals and Finals

- 16.1. 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.
- 16.2. Teams with 4 or more completed rounds – A player shall play a minimum of two (2) matches in the grade during the fixture season to be eligible to play any semi-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.
- 16.3. 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.
- 16.4. 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 Halved/Squared.
- 16.5. Pennant Finals will be played at each Club on alphabetical rotation. The venue for the 2019 Pennant Season Finals is TWIN WATERS Golf Club.

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	CALOUNDRA	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	120	WHITE	NOOSA SPRINGS	RED	72	71	126
72	69	125	WHITE	PEREGIAN	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 **(i.e. white or red course)** is higher than the Scratch Rating of P1's course **(i.e. white or red course)**, P2's match handicap is increased by the difference between the two Scratch Ratings.
 - b. If the Scratch Rating for P2's course **(i.e. white or red course)** is lower than the Scratch Rating of P1's course **(i.e. white or red 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
Daily Handicap	16	32
Initial match handicap	0	16
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
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
Daily Handicap	16	32
Initial match handicap	0	16
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
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
Daily Handicap	4	6
Initial match handicap	0	2
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
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
Daily Handicap	4	6
Initial match handicap	0	2
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
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
Daily Handicap	36	45
Initial match handicap	0	9
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
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
Daily Handicap	35	35
Initial match handicap	0	0
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
P2's match handicap is negative? Adjust, if required.		Yes. Increase handicaps equally.
Final Match Handicaps	4	0