

SHIPPEN CUP SCORING

Shippen Cup competition will include match play and stroke play at each event. The combination of formats will require increased focus on scorekeeping. The effort required to keep accurate and timely scoring can be minimized by allowing for a few minutes before tee off to prepare your scorecards and having a good scorekeeping system. The following is a guideline for setting up and completing your official scorecard.

INDIVIDUAL STROKE PLAY

- A competition scorecard will be distributed to each golf cart in each group. The cards for each cart in a group will be identical; having score entries for each golfer in the group. Each cart will keep scores for every golfer in the group.
- All players should declare their score immediately after their ball is holed. At any time during the playing of a hole, golfers are obligated to give their strokes made so far on the hole if requested by your match opponent. At the completion of each hole the scorekeepers should ask your group what their scores were for the hole. Do not delay play by lingering on the green of the hole just completed. Move along to the next tee and mark the hole scores before leaving the next tee
- After the last hole is completed, all golfers in your group must review the scorecards for accuracy. Match play results should be recorded on each card. The cards from each cart must be compared for consistency. If there are no discrepancies, select one card to be submitted to the golf committee. This card must be signed by a member of each team. If there are any discrepancies make every effort to resolve them. If you cannot, present the discrepancy to the golf committee. The committee will resolve discrepancies immediately.

INDIVIDUAL MATCH PLAY

- The course handicaps for each player will be recorded on the players official scorecard by the Ball Striker competition committee. *Note that the course handicaps are determined by adjusting the handicap index for the slope and rating of the tees being played. A further handicap allowance may be applied for the format being played. All of these adjustments will be made by the Ball Striker competition committee and the resulting course handicap will be on the player's official scorecard.*
- Compare the course handicaps of you and your opponent. If your course handicap is less than your opponent's you will be giving your opponent the number of strokes equal to the difference. If your course handicap is greater than your opponent's you will be receiving the number of strokes equal to the difference. If your course handicaps are equal, no strokes are given. Strokes are given on the lowest handicap number holes.
- Example 1: A player with a course handicap of 17 receives four strokes from a player with a course handicap of 13. The player receives one stroke on each of the holes with handicap numbers 1 through 4.

- Example 2: A player with a course handicap of 6 receives 20 strokes from a player with a course handicap of 26. The player receives two strokes on holes with handicap numbers 1 and 2 and one stroke on holes with handicap numbers 3 through 18.
- The match is won by the player who is leading by a number of holes greater than the number of holes remaining to be played. When you reach this point the match play competition is over. Each official scorecard (yours and your opponent's) should be marked with the winner, the number of holes the winner is up, and the number of holes left to play. For example: If Joe Brown is up three holes with two to play, both score cards should be marked "Winner - Joe Brown 3 and 2". Even though the match play is over at this point, you are still competing in individual stroke play so continue to play your best for the rest of the round.

TEAM MATCH PLAY / FOUR-BALL MATCH PLAY

- In Team Match Play two partners play their best score against the better score of their two opponents.
- The course handicaps for each player on a team will be recorded on the team's official scorecard by the Ball Striker competition committee. *Note that the course handicaps are determined by adjusting the handicap index for the slope and rating of the tees being played. A further handicap allowance may be applied for the format being played. All of these adjustments will be made by the Ball Striker competition committee and the resulting course handicap will be on the team's official scorecard.*
- Compare the course handicaps of the four players in the match. The course handicap of all four players is reduced by the course handicap of the player with the lowest handicap, who then plays from scratch. Each of the other players receives a number of strokes equal to the difference between that player's course handicap and the lowest course handicap. Strokes are given on the lowest handicap number holes.
- Example: Players A, B, C and D have a course handicap of 5, 10, 15 and 25 respectively. Player A plays at scratch (no strokes given), B receives 5 strokes, C receives 10 strokes, and D receives 20 strokes. B gets strokes on holes with handicap numbers 1 through 5. C gets strokes on holes with handicap numbers 1 through 10. D gets 2 strokes on holes with handicap numbers 1 and 2 and 1 stroke on holes with handicap numbers 3 through 18. On the first hole Team1 player A scores 4, Team1 player B scores 6, Team2 player C scores 6 and Team2 player D scores 7. The handicap number for this hole is 2. The net scores for Team1 are 4 (4-0) and 5 (6-1) so the Team1 better ball is 4. The net scores for Team2 are 5 (6-1) and 5 (7-2) so the Team2 better ball is 5. Team1 wins the hole and goes "one up".
- The match is won by the team that is leading by a number of holes greater than the number of holes remaining to be played. When you reach this point the match play competition is over. Each official scorecard (your team's and your opponent's) should be marked with the winner, the number of holes the winner is up, and the number of holes left to play. For example: If the team of Joe Brown and Ted Smith is up three holes with two to play, both score cards should be marked "Winner - Brown/Smith 3 and 2". Even

though the match play is over at this point, you are still competing in individual stroke play so continue to play your best for the rest of the round.