

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

- Exchange cards with your match play opponent(s). You will fill in the scores on your opponents official scorecard and your opponents will fill in the scores on your official scorecard.
- At the completion of each hole ask your opponent(s) 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. *It is a good idea to mark your own scores on an unofficial scorecard so you have your scores in case some discrepancy arises.*
- After the last hole is completed, add up the scores on your opponents scorecard. Then review the scores with your opponent. If you and your opponent agree that the scores are correct, sign the scorecard and then give it to your opponent to sign and turn the scorecard in to the Ball Striker competition committee. If there are any discrepancies make every effort to resolve them. If you cannot, present the discrepancy to the Ball Striker competition committee. The committee will resolve discrepancies immediately.
- After receiving the signed scorecards, the Ball Striker competition committee will subtract each players course handicap from the player's total gross score to get the net score for the individual stroke play competition.

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.
- Since you are filling in your match play opponent's scorecard (after the exchange of scorecards), you should use one of the blank rows to keep track of the match play status. The most common procedure is to place a dot in a corner of the player's score box that represents holes where strokes are given or received. Place two dots if two strokes are given/received. Mark the boxes with the match status as of the corresponding hole. For example: if the first hole is halved mark the box corresponding to hole number 1 with "AS" for "ALL SQUARE". If the next hole is won by your opponent, mark the next box with "+1" indicating your opponent is "ONE UP". If you win the next hole mark the next box "AS". If you win the next hole, mark the next box with "-1" indicating your opponent is "ONE DOWN", and so on...
- 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 better ball against the better ball 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".

- Since you are filling in your team match play opponent's scorecard (after the exchange of scorecards), you should use one of the blank rows to keep track of the match play status. The most common procedure is to place a dot in a corner of the player's score box that represents hole where strokes are received. Place two dots if two strokes are received. Mark the boxes in the match status row with the match status as of the corresponding hole. For example: if the first hole is halved, mark the box corresponding to hole number 1 with "AS" for "ALL SQUARE". If the next hole is won by your opponent, mark the next box with "+1" indicating your opponent is "ONE UP". If you win the next hole mark the next box "AS". If you win the next hole, mark the next box with "-1" indicating your opponent is "ONE DOWN", and so on...
- 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.