

# The Classic

## **EVENT DESCRIPTION**

The Classic is four-ball match play tournament conducted throughout the season. The committee may designate the first week of this event as qualifying for entrance into the match play bracket. If so, the qualifying score will be 2-man net best ball stroke play. The size of the bracket (number of teams) will be determined by League Chairmen. Seeding for teams advancing to match play will be based on the qualifying score.

## **EVENT ENTRY FEES**

This event may require an additional entry fee per team payable in the golf shop.

## **HANDICAP ALLOWANCES**

Handicap allowance FOR THE QUALIFYING ROUND is calculated by taking 90% of the course handicap for the course and tees being played.

Handicap allowance FOR THE MATCHES is calculated based on the USGA Handicap systems recommendation: "Reduce the course handicaps of all four players by the course handicap of the player with the lowest handicap, who shall then play from scratch. Allow each of the other three players 100% of the difference. The calculation is done with full handicap, no reduction. The reduction is only for the stroke play qualifying (See above).

## **HOW TO CONDUCT THE EVENT**

In four-ball match play, two play their better ball against the better ball of two other players. All 4 players play their own ball on each hole. The lowest net score of the 2 players on each team is recorded as the team score for each hole. The team having the lowest net score on a hole wins that hole. The team winning the most holes during the round wins the match. The net score for a hole is determined by subtracting any strokes that the player receives (based on handicap) from the player's actual score.

## **SETTLING TIES**

The method to settle ties in stroke play qualifying is based on USGA Handicap recommendation: Match the last nine holes. If the teams have the same score for the last nine holes, then use the last six holes, if still tied use the last three holes. If there is still no winner, then the last hole is used.

The method to settle ties in matches is to play extra holes at sudden death. The first team to win a hole is the match winner. Handicaps are applied as if an entire round were being played. If extra holes cannot be played, then ask someone from the pro shop to administer a chip-off on the practice green.

## **DATES OF COMPETITION**

Players in matches should contact each other and sign up for a tee time that is suitable to both. The match **MUST** be played prior to (or on) the designated deadline date for each round of matches. If the match has not been completed by the deadline date, the match will take place on the deadline date. If only one player shows up for that match, he will be declared the winner. If neither player shows up, both will forfeit. **THERE ARE NO EXCEPTIONS.**

**The winning player is responsible for sending an email to [mensclub@foxhollowgolf.net](mailto:mensclub@foxhollowgolf.net) with the result.**