

ROUND 1 TOURNAMENT PACKET



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JUNE 28 ROUND 1 LANE TREE GC 2 V 2 MATCH PLAY MODIFIED FOUR BALL FORMAT



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SUMMARY

THE FIELD

- 2 Balanced Teams
- Handicap-Based Grouping
- Matches Dependent On Round's Final Lineup

THE FORMAT

- ROUND 1: 2v2 Match Play, Modified FOUR BALL
- ROUND 2: Two 1v1, 9-HOLE MATCHES

THE MATCHES

- POINT SYSTEM:
 - Win = 5 Pts, Loss = 2 Pts, Tie = 2.5 Pts
- TIEBREAKER: Team With Most Number of Won Holes WINS Tournament

Unique Rules

ROUND 1 MODIFIED FOUR BALL

- USGA/TFGA Rules Apply
- Each golfer hits his own ball from tee to hole. Tandem with less combined strokes win the hole.

ROUND 2 1v1 MATCHES

- USGA Rules Govern PLUS
- A Few Unique Rules To Speed Up Pace of Play

ENTRY FEE

\$10 Per Round



THE FORMAT

2 V 2 M A T C H P L A Y

MODIFIED FOUR BALL













Each golfer plays his own ball from tee to the hole.



Edcel & Joe tries to score better than JD &

Mau in each and every hole in order to go

up by as many holes as possible

throughout the round.



In each hole, each tandem's individual scores will be combined. The duo with a better total wins the hole.



A match is won once the number of remaining unplayed holes is less than the lead or difference in the number of won holes by the competing tandems - e.g. when a duo goes up 3 holes with only 2 more holes left.



All 18 holes will be played and competed for even if the match has already been won.*

*In case of a tie after 2 rounds, the total number of holes won in 2v2 matches (Round 1) and in 1v1 matches (Round 2) will serve as the tiebreaker.



THE TEAMS































































PRIZES



CUP CHAMPION

TEAM WITH MOST

ACCUMULATED POINTS

AFTER 2 ROUNDS

(OR TEAM WITH MOST TOTAL WON HOLES AFTER 2 ROUNDS - IN CASE OF TIE IN POINTS)

ROUND WINNER

SPECIAL AWARD ONLY

THE TEAM THAT GETS

MOST POINTS AFTER A

SPECIFIC ROUND

OTHER AWARDS

TEAM'S MOST WON HOLES
AWARD (ROUND 2)

1V1 MATCH PLAY HIGHEST
POINTS AWARD
(ROUND 2)

(ROUND 1)

LONGEST DRIVE (ROUND 1)





How do I contribute to my team?

By WINNING a match - either on 1v1 or 2v2 - you contribute 5 points to your team. A LOSS = 2 points, and a TIE = 2.5 points.

NOTE: #2 in Original FAQ doc.

Can I only play 1 round (out of 2)? YES!

The number of matches for each round will be determined by the number of golfers signed up for a specific round. Team composition, pairings and matches will be determined using handicapped-based distribution.

If you are playing for the first time in Round 2, you'll be assigned a team in a manner that best maintains the balance between the combined handicaps of the competing teams.

NOTE: #4 in Original FAQ doc. (modified)



FAQ

What happens if a golfer doesn't show up on game day?

Efforts will be made to rebalance the matches either

- a) by providing a substitute for the absentee,
- b) by converting a 2v2 match into a 1v1 match between the opposing golfers with similar handicap tier/class, OR
- c) If warranted as when all remaining 3 golfers have handicaps that are within +/- 3 from one another, 9-hole, 1v1 matches may be done.

IF an absence occurs in Round 2 - the 1v1 round - AND no substitute can be provided, the opponent that is present automatically wins, BUT he gets only 3.5 points.



What happens if a golfer or duo wins the match before playing the 18th hole, which is very common in Match Play format?

Match Play is as exciting as it is unpredictable. Sometimes matches are won with still plenty of holes left, e.g. being up 7 holes with 6 left (a 7&6 Win), up 6 holes with 5 left (a 6&5 Win), up 5 holes with 4 holes left (a 5&4 Win), etc.

When this happens, every remaining hole must be competed for and played even if a golfer or duo have already won the match - in order to contribute to the team's Total number of Won Holes (TWH), which is a key stat for the Tri-Star Cup. It will be served as the tiebreaking stat in case teams end up being tied after 2 rounds.

NOTE: #7 and #8 in Original FAQ doc. (simplified)













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THE SCORECARD



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