

A Guide to Playing

INDIVIDUAL MATCH PLAY

Golf was played under the 'Match Play' system for hundreds of years and many championship and pennant completions as still played this way. 'Match Play' simply means that the game is played by holes, rather than by calculating the total number of strokes.

A hole is won by the player who holes his or her ball in the least number of strokes. The hole is said to be 'halved' if both players complete the hole in the same score.

The reckoning of holes is kept by the terms 'holes up', 'all square' and so many holes 'to play'. A player is 'dormie' when there are as many holes up as there are remaining to be played.

The match is won by the player who is leading by the number of holes greater than the number of holes remaining.

In a handicap match, the lower NET score wins the hole. The handicapping system in 'Match Play' is based on the difference between the players' stroke handicaps, so that the player on a handicap of 10 would have to give an 18 handicapper eight strokes. These strokes would be allocated to the eight hardest holes according to the 'Match Play' or 'Stroke' index printed on the scorecard.

Where there is more than eighteen strokes difference between handicaps, players receive two strokes per hole where applicable, using the 'Match Play' or 'Stroke' index.

'Match Play' has its own set of rules which is incorporated in the *Rules of Golf*. It is advisable for players to be familiar with these rules, as some of them differ from the rules covering 'Stroke Play'