



## Rules

**The winning team is declared once they have earned 14.5 points or more**

**Always ride with your team member, NEVER with the opposition!**

**Four Ball** (also known as “better ball”)

Played by two teams of two players

Each golfer plays their own ball throughout the round

The team’s score for each hole is the lower score of the two partner

The team with the lowest score on a hole wins that hole

If both teams tie, the hole is halved

The team with the most holes won takes **1 point** for their team

**7 points available in total**

**Two Man Scramble** (also known as best ball)

Each player tees off on every hole

The team chooses the best shot from the group

Both players then hit their next shot from that chosen spot

Repeat this process until the ball is holed

If both teams tie, the hole is halved

The team with the most holes won takes **1 point** for their team

**7 points available in total**

**Singles Match Play**

Two players face off, one-on-one

The player who takes fewer strokes on a hole wins that hole

If both players tie a hole, the hole is “halved”

The player with the most holes won takes **1 point** for their team

**14 points available in total**

## RULES

Local rules apply, except for O/B stakes

Playing boundaries are **red stake** regardless – please **do not** go back to re-tee, **do not** spend time looking for lost balls, take a drop and one penalty stroke and maintain pace of play

If your match is won and playing time is limited, with groups behind you, return to the club house please and let the groups behind you carry on.

Everyone plays from the white tees – unless you and your opponent(s) agree on a different set of tees

Dragon Fly – white tees (6042 yards)

Calabogie – white tees (5576 yards)