Round One of the Two-Man Net Better Ball Tournament – May 6

Sign-ups are available for the Memorial Day Two-Man Better Ball Tournament beginning on April 22. This event will be the first round of a season long single elimination tournament. The event will be held on Sunday May 6.

The format of this play includes 18 hole matches of two man teams playing net scores to win holes (using match play format). Scorecards will be distributed based on golfer handicaps, awarding strokes based on each golfer’s handicapped, indexed off the lowest handicapped golfer in the foursome.

**Signing Up as a Team:** To sign-up, register at the website deercreekcup.com. On the site, you are able to indicate who your partner by “Joining” a golfer who has signed up as a single, or sign up yourself and be selected later. In addition, you can indicate whether you will be playing from the Tournament (Green) Tee Boxes or the Championship (White) Tee Boxes, or if you do not have a preference on the tee box you will play from.

Sign-ups are due by Noon Wednesday May 2. All Sign-ups after, will be added to a waiting list and will be added to the field at as soon as we have complete foursomes, meaning this is a first-come first served event, and that players who do not sign up early could be excluded from this event.

**Signing Up Individually:** if you are signing up without a partner, you can be partnered up with a random draw of other golfers to be held on Wednesdays May 2, at a pairings meeting that details will be announced later. When you sign up, please indicate whether you will be playing form the Championship (White) tee boxes or Tournament (Green) tee boxes. All sign-ups are due by that time. Sign-ups after that date will added to a waiting list, and will be used to fill foursomes based on the other late sign-ups.

**Pairings and Tee Times:** Pairings will be announced at a Pairings Party (details to come later). In order to manage a large field, we will not be able to accommodate pairings requests or times for matches. If you cannot make the time assigned, you must either find a replacement, or work with your foursome scheduled at a different time.
**Playing Partners:** All golfers must play with the same playing partner throughout the competition. Injuries, or other issues will not enable a team to “swap-in” or substitute for a playing partner.

**First Round Matches:** First round matches will be made based on tee box selection and a random draw. All golfers will play from the tee boxes for the tournament bracket their group is assigned.

After the first round, matches will be based on a single elimination bracket that will be distributed with the pairings.

**Matches All Square after 18 holes:** Any match that is All Square after 18 holes will go back and play from the match’s first hole and proceed through the holes until a winner is determined.

**Tie-Breakers to advance to Round 2 of the Tournament:** The first round of the event is a play-in round. All winning teams will advance to the second round, along with one losing team if needed to get the field to an even number. The losing team that advances will be based on:

1. Number of holes before the team lost
2. The number of holes the losing team lost by

Meaning, if one team loses in 18 holes 1-UP they would win the tie-breaker of a team that loses in 18 holes 2-UP. If more than one team are tied with a similar 18 hole score, a random draw will be made to determine the losing team that advances.

In subsequent rounds, when a losing team is needed to advance to fill out the field to a even number of teams, the tie-breaker will be the least number of holes played to win in the competition to date. For example, a team that wins 5&3 (played 15 holes), and 18-up (18 holes) would have played 33 holes in their winning matches. A team that won 2&1 (17 holes) and 3&1 (17 holes) would have played 34 holes in their winning matches. The team that advances would be the team that won their matches in 33 holes. Only holes won in winning matches count towards the number of holes considered.
**Match Dates:** This competition will begin with all golfers playing Round 1 on May 6. Round 2 must be completed by June 2. Foursomes who have not completed their matches by that date will have tee times set up for them on the afternoon of June 2. If only one team shows up at that time, they will win the match by default. Incomplete teams may play with a single golfer playing against the other two golfers (1 ball vs. 2 balls). If neither team shows up the spot will be vacated and another losing team from the round will take their spot in the remainder of the tournament. The same logistics will apply to all rounds 2 through 6. The dates for the completion of the rounds is as follows:

- Round 1  May 6
- Round 2  June 2
- Round 3  June 30
- Round 4  July 22
- Round 5  August 12
- Round 6  August 26

**Overall Winners:** The overall winning team of the season long event will earn an Automatic Qualifier positions in the 2018 Deer Creek Cup.

**CreekCup Points:** Points will be awarded based on the number of matches played and won (2 CreekCup Points for winning a match). There are also 2 CreekCup Points for playing in this event.

**Cart Path Only Play:** When playing in Cart Path Only conditions, golfers may “lift clean and place” in the fairways, with all other playing being as the ball lies.

**Handicaps:** All golfers must have a current GHIN Index or Competitive Index to play in this event. Golfers without a GHIN, Competitive Index, or Index of “NH” must participate as a zero handicap golfer. All golfers in a group will be indexed off the lowest handicap in that foursome. Handicaps will be based on the lower of a golfer’s GHIN Index and their Competitive Index. Competitive indexes are based on play in Deer Creek Cup Qualifiers and Club Championship play in 2016, 2017 and 2018.

**Cost:** This event costs $25, for golfers who sign up by April 15. After April 15, the fee will be $30 per golfer, and any golfer who signs up after the pairings are announced will be charged $40. The cost does not include cart fees, golf for Social Members. Golfers who withdraw on the day of the event will be charged for the even and lose 5 CreekCup Points. Withdrawal penalties will be waived if
the tournament is required to be played as “Cart Path Only” due to course conditions.

To sign up for this event send an email to info@deer creekcup.com.