- Two teams will compete against each other in a series of match play challenges during the two days.
- Golf Professional's will Captain and pick the teams and determine the draws once registration is complete.
- Handicaps will be applied to all scores.
- Each match will be worth 1 point. Ties will be awarded $1 / 2$ point. The team with the most points at the end of the $2^{\text {nd }}$ day will be the winner. In the event of a tie a name from each team will be drawn out of a hat for a sudden death match play. Winning team will be awarded the Premiers Cup Trophy.


## Day 1 - Saturday July 26 - Fourball (2 person teams)

"Fourball" play is a match in which each member of the two-person team plays their own ball. Four balls are in play per hole with each of the four players recording their score. The team whose player has the lowest net score on the hole wins the hole. Should players from each team tie for the lowest net score, the hole is halved. Each player handicap will determine net hole by hole scores. The team that wins the most holes will be awarded 1 point.

## Day 2 - Sunday July 27 - Singles

"Singles" play pits one player against another in standard match play format. Each player's handicap will determine net hole by hole scores. The player who records the lowest net score on a hole wins the hole. Should players tie for the lowest net score, the hole is halved. The player who wins the most holes will be awarded 1 point.

## Registration Deadline

Registration deadline is Saturday June 7th. The field is limited to 36 players. If we have less than 36 we may have to drop players in order to keep the groupings in foursomes. The teams will be posted by Wednesday June 10th.

