



CHIEF MINISTER'S CUP

Alice Springs 24-26 April 2009

Match Format

MATCH PLAY

All games are played under Match Play rules, where the result of each game is determined by the number of holes won. The order of play for the first two days is Fourball in the morning and Foursomes in the afternoon. The final day's play will be in Singles format.

FOURBALL (four groups of two two-man teams)

"Fourball" play is a match in which each member of the two-man teams plays their own ball. Four balls are in play per hole with each of the four players competing. The team whose player has the lowest score on that hole wins the hole. Should players from each team tie for the best score, the hole is halved.

FOURSOMES (four groups of two two-man teams)

"Foursomes" play is a match where two golfers play together against two other golfers and each team plays one ball. The golfers play alternate shots (player A hits tee shot, player B hits second shot, etc) until the hole is played out. Team members alternate playing the tee shots, with one golfer hitting the tee shot on odd-numbered holes, and the other hitting the tee shot on the even-numbered holes. The team with the better score wins the hole. Should the two teams tie for best score, the hole is halved.

SINGLES (10 groups of two one-man teams)

"Singles" is a match in which one player competes against another player. A player wins the match when he is up by more holes than there are holes remaining to play.

PAIRINGS

Each Team Captain independently submits the order of play for his Team to the appointed tournament official. The lists from each Captain are matched, resulting in the "Pairings". Please note that the players in pairings can be modified by the Team Captains only if a player is ill or injured. Pairings are subject to change and should not be considered final until play begins for a particular match.