Sheridan Quick Notes

As a courtesy to all the players behind you please keep up with the group in front of you.

Please take advantage of the new rule and Putt with the flag stick in not only will this help you score better it will save you time!!

Pace of play is 2hrs and 7 for 9 holes

Handicaps: 90 % of your last 7 scores (discarding the 3 highest)

Maximum handicap of 28 is allowed

Count all strokes

If a subs does not have a handicap one will be given after play

Points: 24 total points possible per match

Player vs Player (1A vs 2A and 1B vs 2B)

1 point per hole and 2 points for best net total 11 pts x's two matches = 22 pts

Team vs Team (1 vs 2)

Low combined team net total wins 2 points

Add player vs player and team vs team to = 24 total points

Ghost players are used when a player does not have a sub. The ghost is in place to prevent sandbagging. The ghost player will inherit 5 over the players handicap that was originally scheduled. The computer generates the score. The ghost player can not win points, the opponent wins at least 6 points. It all depends on how well they play that night. **The way to dealing with a ghost at all is always plan ahead and find a substitute!!!!**