



Area 3
Branch 102

Match Play Scoring 101

How to Complete Your SIR 102
Golf Match Play Score Card

Basics of Match Play

Scorekeeping

- Simple:
 - Win a hole, that's one for you.
 - Lose a hole, that's one for your opponent.
 - Ties essentially don't count; they aren't kept track of in the scorekeeping.
 - Golfer who wins the most holes wins the match.
- The score of a match play match is rendered relationally:
 - Essentially, match play scoring tells golfers not how many holes each golfer has won, but how many **more** holes than his opponent the golfer in the lead has won.
 - Matches do not have to go the full 18 holes.
 - They end when one player is up more holes than are left to play
 - Winner of a match tied after 18 holes will be determined by the Club tie-breaker process.

What the Final Scores Mean

- 1-up
 - As a final score, 1-up means that the match went the full 18 holes with the winner finishing with one more hole won than the runner-up.
 - If the match goes 18 holes and you've won 6 holes while your opponent has won 5 holes (the other holes being halved, or tied), then you've beaten him 1-up.
- 2 and 1; 3 and 2; 4 and 3 etc.
 - Means that the winner clinched the victory before reaching the 18th hole and the match ended early.
- 2-up
 - A score of "2-up" means that the player in the lead took the match "dormie" on the 17th hole and then won the 18th hole.
 - "Dormie" means that the leader leads by the same number of holes that remain; for example, 4-up with 4 holes to play, the leader cannot lose the match in regulation.

What the Final Scores Mean

(Continued)

- The first number in such a score tells you the number of holes by which the winner is victorious, and the second number tells you the hole on which the match ended.
 - So "2 and 1" means that the winner was 2 holes ahead with 1 hole to play (the match ended after No. 17),
 - "3 and 2" means 3 holes ahead to with 2 holes to play (the match ended after No. 16), and so on.

SIR 102 Match Play Score Card

- On each hole, the player with the low net wins the hole
 - mark the winning player's square with a "+" (plus sign)
- If the players' nets are equal, the hole is halved and no entry is made.
- When one player is up more holes than remain to be played, the match is over
 - Record the final outcome in the Final box on the winning player's line.
 - Both player's MUST sign the Match Play Score Card
- The Tournament does not audit the scores
- Automatic Match Play Disqualification occurs when:
 - No score card is turned in
 - A card is not signed by both players
 - Scoring procedures as outline herein are not followed.

Example 1

- Dick has won 5 holes and Marty has won 4.
- The final score is not recorded as 5 to 4
- It's recorded as 1-up for Dick.

A Flight		Hole																			
Player		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Final	
Owen, Marty C		+			+							+				+					
Louie, Dick			+						+						+		+		+	1 Up	
Signatures		<table border="1" style="width:100%; height:30px;"> <tr> <td style="width:50%;"></td> <td style="width:50%;"></td> </tr> </table>																			
		<i>Owen, Marty C</i>									<i>Louie, Dick</i>										
Scoring:		On each hole mark the winning player's square with a "+" (plus sign). On holes that are halved, make no entry for either player.																			

Match went the full 18 holes

Example 2

- Dick has won 7 holes and Marty has won 3.
- The final score is not recorded as 7 to 3
- It's recorded as 4 & 3 for Dick.

Dick is Dormie-
4 up with 4 to
play

Hole is halved.
Dick wins match.

A Flight		Hole																			
Player		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Final	
Owen, Marty C		+			+							+									
Louie, Dick			+			+		+	+		+		+		+						4 & 3
Signatures																					
		Owen, Marty C									Louie, Dick										
Scoring:		On each hole mark the winning player's square with a "+" (plus sign). On holes that are halved, make no entry for either player.																			

Match ends after 15 holes

Example 3

- Dick has won 7 holes and Marty has won 7.
- The match is “all square” after 18 holes
- The winner is determined by the Club’s tie-breaker rule:
 - Starting with the #1 handicap hole, compare net scores
 - Low net wins
 - If a tie, continue comparing net scores on remaining holes in ascending handicap order (#2, #3, #4, etc) until there is a winner.

A Flight		Hole																			
Player		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Final	
Owen, Marty C		+		+	+					+		+		+					+		
Louie, Dick			+			+		+	+		+		+		+						TB
Signatures																					
		Owen, Marty C									Louie, Dick										
Scoring:																					
On each hole mark the winning player's square with a "+" (plus sign). On holes that are halved, make no entry for either player.																					

On #1 handicap hole Dick had a net 3 and Marty a net 4. Dick wins “TB”