

Sandbagger's Definitions & Rules

Definitions

Four Ball

(also known as "better ball")

- Played by two teams of two players
- Each golfer plays their own ball throughout the round
- The team's score for each hole is the lower score of the two partner
- The team with the lowest score on a hole wins that hole
- If both teams tie, the hole is halved
- The team with the most holes won takes 1 **point** for their team

Two-Man Scramble

(also known as best ball)

- Each player tees off on every hole
- The team chooses the best shot from the group
- Both players then hit their next shot from that chosen spot
- Repeat this process until the ball is holed
- If both teams tie, the hole is halved
- The team with the most holes won takes 1 **point** for their team

Singles Match Play

- Two players face off, one-on-one
- The player who takes fewer strokes on a hole wins that hole
- If both players tie a hole, the hole is "halved"
- The player with the most holes won takes 1 **point** for their team

RULES

- Local rules apply, except for O/B stakes (see next point)
- Playing boundaries are **red stake** regardless – please **do not** go back to re-tee, **do not** spend time looking for lost balls, take a drop and one penalty stroke and maintain pace of play

- If your match is won and playing time is limited, with groups behind you, return to the club house and let the groups behind you carry on.
- Everyone plays from the white tees – unless you and your opponent(s) agree on a different set of tees before start of play