



HANDICAPS (we are embracing the WHS).

Your players current *Handicap Index* (H.I.) must be used and then their *Course Handicap* can be calculated depending on the *Slope Rating* of the course you are playing at. It is the team manager's responsibility to have up to date information on their players. Please refer to the *Golf Ireland App* to find Golf Courses and their slope rating or you can find them here: <u>https://www.randa.org/worldhandicapsystem/Lookup</u>

COMBINED HANDICAPS.

The maximum combined handicap of a pair is 50, meaning both players course handicaps when added together cannot exceed 50. The current course handicap on the day of play applies. Pairings with a combined course handicap in excess of 50 are allowed, but the higher handicap player would need to be reduced to meet the requirement of max. 50 combined (see example below).

COMPETITION FORMAT.

Scotch Foursomes Match Play: the Team Manager, in conjunction with their players, determines the pair's individual course handicaps, (making sure they do not exceed 50 when combined).
Get 60% C.H. of the lowest player, round to nearest unit.
Get 40% C.H. of the highest player, round to nearest unit.

Add C.H.s together, the amount of strokes given or received is then determined by the full difference between the opposing pairs. *See example below:*

HOME TEAM						
Pair:	HCap Index. (H.I.)	Course HCap (C.H.)	% of C.H.	Pair's C.H.		
Player 1 (lowest)	15.4	17	60% (10.2) 10	22		
Player 2 (highest)	28.2	31	40% (12.4) 12			
		17 + 31 = 48 🗸	Add C.H.s	C.H. for the Match		

Slope Rating Female = 126

OPPOSITION TEAM

Example \rightarrow

Pair:	HCap Index. (H.I.)	Course HCap (C.H.)	% of C.H.	Pair's C.H.		
Player 1 (lowest)	14.5	16	60% (9.6) 10	24		
Player 2 (highest)	32.4	36 (too high - 2) = 34	40% (13.6) 14			
		16 + 36 = 52 X	Add C.H.s	C.H. for the Match		
		16 + 34 = 50 🖌				

As you can see from calculations in example above we can conclude:

Venue = Woodenbridge Golf Club.

Home Team C.H. = 22 V Opposition Team C.H. = 24 \rightarrow Opposition <u>GET</u> 2 shots