

Virginia – Louisiana Challenge Cup

Preparation Notes

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1. Challenge Cup Matches: A challenge match usually consists of a challenge issued by one golfing association to another golfing association. The challenge itself is a letter that “throws down the gauntlet” and contains details such as format, eligibility, and so forth. The “challenged” side responds to the original letter with its proposal, which frequently includes a proposed time, place, venue, and often a schedule for a re-match on its own turf; and so Challenge matches take on a friendly competitive spirit and a “home and away” alternating venue. While informal matches between golfing clubs and associations go back hundreds of years, modern international challenge matches are well known through several popular challenge competitions.

The Walker Cup was the original international challenge competition between the USGA and the R&A pitting US amateur players against amateurs from Great Britain and Ireland. The Walker Cup has been officially played since 1922 and is named after George Herbert Walker (USGA president and grandfather to the 41st President of the US, great grandfather to the current President), who presented the first plan for the competition and donated the trophy in 1920. The U.S. leads the series, 33-7-1 ([Official Walker Cup Web site](#)). Two matches played between the U.S. and Canada in 1919 and 1920 served as the original inspiration for the Walker Cup. The USGA announced an international competition in 1921 and invited all nations to send teams, but no other teams showed up. The Walker Cup was first played in 1922 after the R&A announced it would send a team to compete against the Americans. After that, the competition was open only to U.S. and GB&I teams. At the first Walker Cup in 1922, the GB&I team fell a player short due to illness. Famous golf writer Bernard Darwin, covering the event for *The Times of London* newspaper, hastily joined the GB&I team - and even won his singles match. The U.S. won the first nine Walker Cups played. The GB&I team finally claimed its first victory in 1938, the 10th Walker Cup. Bobby Jones was the captain of the U.S. side in 1928 and 1930, and [Francis Ouimet](#) captained every competition for the U.S. from 1932 through 1949.

The Ryder Cup is one of the most popular sporting events in the world. It is named for Samuel Ryder (1858–1936), a wealthy British businessman (seeds) and avid golfer who in 1925 proposed a “Walker Cup” style competition for professional golfers. The idea was favorably reported by the London Times and gained momentum. In 1926, Ryder commissioned and paid for the trophy that now bears his name, and the first official Ryder Cup competition was played in 1927 at the Worcester Country Club in Worcester, Massachusetts. Now Team America and Team Europe face off every two years in a series of match play matches for golf supremacy. While originally between US and Great Britain and Ireland Professional Golf Association members, as golf became increasingly popular in America and the US golfing population eclipsed that of Britain, the competition was adjusted to avoid the player eligibility limitations that were creating lopsided victories that were becoming prevalent in the Walker and Curtis Cup matches. To ensure more equitable competition the US PGA team now plays against a team formed from all of the European PGA. The Ryder Cup format includes foursomes, four-balls and singles play. Day 1 and Day 2 will feature five foursomes and five four-balls each day, with ten singles matches concluding play on Day 3. One point is awarded the side of the winning golfer in each match; if matches are tied at the conclusion of 18 holes, each golfer earns a half-point for his team. If the Ryder Cup Match itself concludes in a tie, the team that held the cup entering the competition retains it.

The Curtis Cup is the women’s equivalent to the Walker Cup. Several false starts at a Curtis Cup-style competition were made, dating to 1905, before Glenna Collett Vare started championing the idea in 1930. Thus, the idea for the Curtis Cup is the oldest of all the well known challenge cup competitions. The USGA and LGU agreed in 1931 to regular matches, and the first was played in 1932. It’s named after sisters Harriott and Margaret Curtis, who combined for four victories in the U.S. Women’s Amateur. The Curtis sisters donated the trophy for the competition. The Curtis Cup Match was originally envisioned to include nations from around the world, but financial issues limited the competition to the American and GB&I teams in the early going, and it has remained just those two teams ever since. The U.S. leads the series, 25-6-3. Beginning in 2008, the Curtis Cup assumes a Ryder Cup-style format, with foursomes, four-balls and singles play.

The Solheim Cup is the women’s equivalent of the Ryder Cup. It’s played every two years, and pits teams of professionals from the LPGA and Ladies European Tours, representing the United States and Europe, respectively. The competition is contested in Ryder Cup format.

The President’s Cup is the newest of the popular international challenge events. This competition is between teams of professional golfers (PGA members) from the US and an International team comprised of players from the rest of the world outside of Europe (countries not eligible to play in the Ryder Cup) and selected from the top players in the World Golf Rankings. The Presidents Cup inaugural match was in 1994 and is played every two years. The Presidents Cup, like the Ryder and Solheim Cup, is run by the PGA Tour.

There are other lesser known competitions, like the Air Force Challenge Cup, which dates back to friendly matches played between US and British military members during WW II.

The point is that the challenge match between Virginia and Louisiana is borne from a rich golfing tradition. These events have a rich history of sportsmanship, friendship, and healthy rivalry. In many ways, this is the spirit of competitive golf.

2. A Match Play Primer:

Match play is one of the main forms of competition in golf. It pits players one against another, rather than one against the field as in stroke play. Opponents compete to win individual holes, and the player who wins the most holes wins the match.

Match play can be played by two individuals, one on one, and that is known as Singles Match Play. Or teams of two players can square off, with Foursomes and Fourballs the most common formats for team play. At Hilton Head, in the Virginia – Louisiana Challenge Matches, we will be playing single and fourball matches.

[Keeping Score in Match Play](#) At root, match play scoring is very simple: Golfers compete hole by hole, and the golfer who wins the most holes wins the match. But match play competitions can create some scores that you might not be familiar with, scores that may look odd, or use unfamiliar terminology.

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.

The score of a match play match is rendered relationally. Let's say you've won 5 holes and your opponent has won 4. The score is not shown as 5 to 4; rather, it's rendered as 1-up for you or 1-down for your opponent. If you have won 6 holes and your opponent 3, then you are leading 3-up, and your opponent is trailing 3-down. Essentially, match play scoring tells golfers and spectators not how many holes each golfer has won, but how many *more* holes than his opponent the golfer in the lead has won. If the match is tied, it is said to be "all square."

Match play matches do not have to go the full 18 holes. They often do, but just as frequently one player will achieve an insurmountable lead and the match will end early. When you're leading by more holes won than there are holes remaining; say you reach a score of 6-up with 5 holes to play, then you've clinched the victory, and the match is over.

What the Final Scores Mean.

Someone unfamiliar with match play scoring might be confused to see a score of "1-up" or "4 and 3" for a match. What does it mean? Here are the different types of scores you might see in match play:

- 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 I've won 5 holes (the other holes being halved, or tied), then you've beaten me 1-up.
- 2 and 1: When you see a match play score that is rendered in this way: 2 and 1, 3 and 2, 4 and 3, and so on - it means that the winner clinched the victory before reaching the 18th hole and the match ended early. 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.

- 2-up: OK, so "1-up" means the match went the full 18 holes, and a score such as "2 and 1" means it ended early. So why do we sometimes see scores of "2-up" as a final score? If the leader was two holes up, why didn't the match end on No. 17?

A score of "2-up" means that the player in the lead took the match "dormie" on the 17th hole. "Dormie" means that the leader leads by the same number of holes that remain; for example, 2-up with 2 holes to play. If you are two holes up with two holes to play, you cannot lose the match in regulation (some match play tournaments have playoffs to settle ties, others - such as the Ryder Cup - don't).

A score of "2-up" means that the match went dormie with one hole to play - the leader was 1-up with one hole to play - and then the leader won the 18th hole.

- 5 and 3: Here's the same situation. If Player A was ahead by 5 holes, then why didn't the match end with 4 holes to play instead of 3? Because the leader took the match dormie with 4 holes to play (4 up with 4 holes to go), then won the next hole for a final score of 5 and 3. Similar scores are 4 and 2 and 3 and 1.

3. [Match Play Formats](#) There are many different ways to play match play, all built around its core principle: players (or teams) compete to win individual holes, with the side winning the most holes claiming the match. There are dozens and dozens of different formats that can be played as match play (go on line to see a [Tournament Formats and Betting Games](#) glossary). However, the best-known match play formats are those used in the [Ryder Cup](#). Here is an introduction to those match play formats:

Singles Match Play

Singles match play pits Player A against Player B, hole after hole. If Player A scores a 4 on the first hole while Player B records a 5, Player A wins the hole.

In the Ryder Cup, matches that are tied after 18 holes are called "halves" and are not played off (each side scores a half-point for their team). In Ryder Cup-style competitions, this is common. However, in singles match play tournaments - such as the U.S. Amateur Championship or the Accenture Match Play Tournament, as examples - a match that is all square (or tied) after 18 holes continues until there is a winner.

Fourball Match Play

In Fourballs, each side consists of two players. Each player plays his or her own ball throughout the round. On each hole, the low ball of the two players serves as that side's score. For example, on the first hole for Team A, Player 1 scores a 4 and Player 2 scores a 5, so the team score is 4. If Team A gets a 4 while Team B scores 5, then Team A wins the hole.

Foursomes Match Play

While we won't be playing Foursomes matches in the Virginia – Louisiana Challenge Matches, you might want to understand the format to enjoy watching the Ryder Cup next week. Because it is included in the Walker Cup, Ryder Cup and President's Cup matches, Foursomes match play is one of the best-known forms of match play, but it's not very common as a format used among friends during a casual round of golf.

Foursomes pits two 2-person teams against each other, with each team playing one ball, alternate shot. Example: Player A and Player B are partners. On the first hole, A tees off; B plays the second shot; A plays the third shot; and so on until the ball is holed. The lower of the two teams' scores win the hole.

4. [Rules Differences in Match Play](#) Golfers watching or, especially, playing match play need to be aware of the differences in the rules between match play and stroke play. Some of the differences are major, some are minor and some involve a different type of penalty when rules are broken. Here is a rundown of some of the most important differences in the [Rules of Golf](#) for match play:

The Way It's Played

In this sense, match play is a whole different game than stroke play. In stroke play, golfers accumulate strokes over the course of 18 holes. The golfer with the fewest strokes at the completion of the round wins. In match play, each hole is a separate competition. The player with the fewest strokes on an individual hole wins that hole; the player winning the most holes wins the match.

The stroke total for 18 holes simply doesn't matter in match play. Stroke play is more a player vs. the course approach; match play is directly player vs. player, or side vs. side. There is one opponent you must beat, and that's the opponent you're facing in the match you're playing right now.

Web article: [More on Scorekeeping in Match Play](#)

Conceded Putts

In friendly rounds of golf, golfers often ask for and give "[gimmies](#)," very short putts that one simply picks up rather than holing out. Gimmies, needless to say, are illegal under the Rules of Golf, but many recreational golfers use them anyway.

In match play, however, conceded putts are perfectly legal. Your opponent can concede a putt to you at any point, whether it's 6 inches from the cup or 60 feet. But conceded putts almost always come, of course, on very short putts.

Conceded putts should only be offered, they should never be requested. That's why in some match play matches you'll notice a golfer lingering over a very short putt - the golfer is hoping his opponent will tell him to just pick it up.

Fellow-Competitor vs. Opponent

This is a semantic difference. In stroke play, the golfers you are playing against are your "fellow-competitors." In match play, the golfer you are playing against is your "opponent."

Side v side

A Side may be represented by one partner for all or any part of a match; all Partners need not be present. An absent partner may join a match between holes, but not during play of a hole. So if your absent partner wants to start playing, he must do so at the next tee.

Hit That One Again

There are several scenarios in match play where a transgression might result in your opponent canceling your shot and requiring you to replay it; whereas in stroke play, the same transgression would result in a 2-stroke penalty or no penalty at all.

A few examples:

- **Playing out of turn:** In stroke play, order of play is a matter of etiquette. If you hit out of turn, it's a breach of etiquette, but there is no penalty. In match play, if you hit out of turn your opponent can require you to replay the shot in the proper order. And if your first shot was great one, you can bet that you'll be replaying.
- **Hitting from outside the teeing ground:** In stroke play, teeing off from outside the teeing ground (the teeing ground is between the tee markers and up to two club lengths behind the tee markers) results in a 2-stroke penalty. In match play, there is no stroke penalty, but your opponent can cancel your shot and require you to replay it.

Hitting an opponent: In stroke play, if your ball accidentally hits a fellow-competitor or his equipment (if it is accidentally stopped or deflected by same), it's rub of the green. In match play, you have the **option** to replay the shot. Option means that you can choose to play the ball where it lies after striking an opponent or his equipment; or, you can decide to replay the shot in hopes of obtaining a better result.

When a ball is in motion as a result of a stroke and a player or caddie from either side intentionally impedes the movement of the ball, that side shall lose the hole

When you are playing a ball that lies on the green and it hits a ball at rest on the green: In stroke play, if your putt strikes another ball on the green, you get a 2-stroke penalty. In match play, there is no penalty.

Conceded strokes, holes, or matches

A player may concede a match at any time prior to the start or conclusion of that match. A player may concede a hole at any time prior to the start or conclusion of that hole. A player may concede his opponent's next stroke at any time, provided the opponent's ball is at rest. The opponent is considered to have holed out with his next stroke, and the ball may be removed by either Side.

Once made, a conceded stroke, hole, or match is final. A concession may not be declined or withdrawn.

The Big Penalty

In the rule book, just about every section concludes with a warning: "Penalty for Breach of

Rule." If a golfer fails to follow the proper procedures set forth in the rules, he will incur a penalty in addition to any penalties set forth in that rule.

That penalty in stroke play is usually 2 strokes, and in match play is usually loss of hole.

Example: Let's say a player violates one of the tenets of Rule 19. There will likely be a penalty spelled out for that violation. But the golfer compounds his error by failing to follow the proper procedure for continuing play (maybe he doesn't assess himself the proper penalty; maybe he drops incorrectly; etc.) spelled out in that rule. The big penalty kicks in: 2 strokes in stroke play, loss of hole in match play.

Practice on the course to be played

In stroke play, a player may not practice on the course of the competition on the day of the competition before the round, and cannot practice on the course after the round if another competitive round is to be played on the course either that day or the next. In match play, On any day of a match-play competition, a player may practice on the competition course before a round.

Practice during a round:

A player must not make a practice stroke during play of a hole.

Between the play of two holes, a player must not make a practice stroke, except that he may practice putting or chipping on or near:

- (a) the putting green of the hole last played,
- (b) any practice putting green, or
- (c) the teeing ground of the next hole to be played in the round, provided a practice stroke is not made from a hazard and does not unduly delay play (Rule 6-7).

Strokes made in continuing the play of a hole, the result of which has been decided, are not practice strokes.

Penalty for Breach of Rule 7-2 in Match play - Loss of hole;

This means that if your opponent concedes your next shot, you cannot hit another stroke until the outcome of the hole is decided. This is particularly important in fourball play. If one of your opponents is putting for a birdie to win the hole, and his partner is lying 6 but on the same or similar line, they could decide to have the player who lies six putt first to show the line of the birdie putt. You can prevent that by conceding the putt for six. That player now must pick up and cannot putt until the after the result of the hole is decided.

Advice:

During a round a player must not:

- (a) give advice to anyone in the competition playing on the course other than his partner, or
- (b) ask for advice from anyone other than his partner or either of their caddies.

Assistance

In making a stroke, a player must not:

- a. Accept physical assistance or protection from the elements; or
- b. Allow his caddie, his partner or his partner's caddie to position himself on or close to an extension of the line of play or the line of putt behind the ball.

Order of Play

Balls belonging to the same Side may be played in the order the Side considers best. If your ball is the furthest from the hole, your side is "away". You can play your partner's ball before yours, even if your partner's ball is closer to the hole than your opponents'.

Don't hose your partner:

Under the rules of golf, when partners breach a rule it can often impact both members of a side:

USGA Rule 30-3: Best-Ball and Four-Ball Match Play

Penalty to Side

A side is penalized for a breach of any of the following by any partner:

- Rule 4 - Clubs (don't carry too many clubs)
- Rule 6-4 - Caddie (cannot have more than one caddie at a time, caddie cannot be another player in the competition)
- Any Local Rule or Condition of Competition for which the penalty is an adjustment to the state of the match.

Disqualification of Side

(i) A Side is disqualified if any partner incurs a penalty of disqualification under any of the following:

- Rule 1-3 - Agreement to Waive Rules
- Rule 4 - Clubs (don't carry non-conforming clubs or share clubs if the total number of clubs carried by both partners is greater than 14)
- Rule 5-1 or 5-2 - The Ball (don't use a non-conforming ball)
- Rule 6-2a - Handicap (Handicaps will be arranged and agreed by the team Captains. Do not tell the competition committee that you have a handicap higher than you really do)
- Rule 6-4 - Caddie
- Rule 6-7 - Undue Delay; Slow Play
- Rule 11-1 - Teeing (don't use a non-conforming tee)
- Rule 14-3 - Artificial Devices, Unusual Equipment and Unusual Use of Equipment
- Rule 33-7 - Disqualification Penalty Imposed by Committee

(ii) A Side is disqualified if all Partners incur a penalty of disqualification under any of the following:

- Rule 6-3 - Time of Starting and Groups (be on time for your scheduled start)
- Rule 6-8 - Discontinuance of Play (Know how to proceed if there is a discontinuation of play)

(iii) In all other cases where a breach of a Rule would result in disqualification, the player is disqualified for that hole only.

Effect of Other Penalties

If a player's breach of a Rule assists his partner's play or adversely affects an opponent's play, the partner incurs the applicable penalty in addition to any penalty incurred by the player.

In all other cases where a player incurs a penalty for breach of a Rule, the penalty does not apply to his partner. Where the penalty is stated to be loss of hole, the effect is to disqualify the player for that hole.

Match Play Rules Differences Conclusion: Any time there is a difference between match play and stroke play rules, that difference will be spelled out in the applicable section of the [Rules of Golf](#). So browse through the [rule book](#) to learn more about match play rules.

5. **Match Play Strategy** In stroke play, the golfer plays against the golf course and a large field of other golfers. In match play, the golfer plays directly against one other golfer (or one side).

Your opponent is right there next to you. You get to see exactly how well or how poorly he is playing, and he gets to watch your game, as well.

That makes match play a different ballgame, literally and figuratively. And, in ways large and small, it changes the way golfers approach the match.

Here is a look at how strategy and tactics can change in match play:

One on One

Match play adds nerves and gamesmanship to golf. Both are likely to increase, because the one player you must beat is right there next to you. Take a lead and you're likely to feel more relaxed. Fall behind and you're likely to feel much more pressure.

Match play is usually played more aggressively than stroke play from the very first shot. You want to put the pressure on your opponent early, then keep it there.

But there are certainly times when it's best to be conservative, and some golfers believe the best initial strategy is to play your normal game until someone wins a hole. That approach is akin to giving your opponent a chance to make a mistake. Many believe, however, that falling behind early is too big a risk, and so aggression is called for from the first tee.

A player with a lead will generally play more conservatively; a player trailing will usually become more aggressive. Either way, match play requires that you react to your opponent's successes and failures.

Reactionary Golf

What do we mean by reacting to your opponent's play? The object in match play is to win individual holes. If your opponent hits a fantastic shot, that forces you to try to hit an equally good shot. But if your opponent chunks a shot into a pond, that gives you an opening to play safe. In match play, if your opponent is taking 9 strokes to play a hole, it doesn't matter if you take 8.... the goal is to ensure you take fewer shots than your opponent.

Your decisions on the types of shots to play are directly related to your standing in the match (ahead or behind?) and on the hole (sitting pretty or in pretty bad shape?).

On the Green

The way that match play affects a golfer's strategy is perhaps best showcased on the green.

Let's say you've got a tricky downhill putt. In stroke play, you would be very careful not to run the putt way past the hole, because in stroke play, a high score on an individual hole can ruin the round.

But in match play, how aggressive you are with this putt depends on how things stand on this one hole. If your opponent has already holed out and your putt is to halve the hole, you must be very aggressive with the putt. If you run it 10 feet past, it doesn't matter - the hole is lost whether you miss by 10 feet or 1/10th of an inch. If your opponent has a short, easy putt remaining, you must try to make the putt - but you must temper your aggressiveness just a little bit. There's always a chance your opponent will miss his short one, and you want to be able to make your comeback putt.

If your opponent has an equally difficult putt remaining, then be more careful with your putt. Running it way past the hole, leaving yourself a difficult comebacker, is a bad play when a halve is otherwise the most likely outcome of the hole.

Conceding Putts

You should go into your match expecting to have to make every putt. Don't expect your opponent to concede anything - be prepared to hole out everything. Your opponent may, in fact, offer concessions at various points, but you must be mentally prepared if he doesn't.

By the same token, you must decide how to approach concessions for your opponent. Of course, offering your opponent a concession increases the odds of his conceding some of your putts, too. Fail to concede an early short putt and your opponent may not concede anything to you.

But what do you know about your opponent? Is he a good putter? Bad? It matters. A great putter is probably going to make those short putts anyway. So pick a distance - say, 2 feet - and, at least early in the match - concede any putts within that distance.

But if your opponent is a terrible putter, make him putt everything outside 6 inches.

Some experts at match play believe you should concede every short putt early in the match. If it meets your length criteria, concede it. Why? So you can *stop* conceding later in the match at a critical juncture. Say the match is all square on the 17th hole, and your opponent faces a 2-footer with a little break. You've conceded every 2-footer today, but this one you're going to make him putt. The fact he hasn't had to make any of these in the match to this point increases the odds he'll miss this one.

Of course, at no point do you want to concede a putt when you believe there's a realistic chance that your opponent will miss it to give you a win or a halve, and only rarely would you concede a putt that gives your opponent the hole (if the putt is 3 inches, yes; 2 feet for the win, no).

On the Tee

You always want your tee shots to be long and down the middle. But in match play, when you are first to tee off, it becomes even more important to find the fairway. A poorly hit tee shot is an opening for your opponent; a well-struck tee ball puts more pressure on your opponent.

If you are trailing in the match, however, you may have to be aggressive with your tee shot regardless - you might be forced to grip-it-and-rip-it and hope for the best.

If your opponent hits first from the tee, his shot impacts your decision. If he hits a lousy tee ball, then maybe the best thing for you to do is hit 3-wood or a long iron to better the odds of keeping your ball in the fairway. You can be more conservative when your opponent has made a mistake.

If your opponent cracks a terrific drive, then you'll feel pressure to put your tee shot in prime position. That does not necessarily mean that you must match your opponent in length. It means that if your opponent is in position to make a good score on the hole, then you want to hit your tee shot into a position that provides you the best opportunity to make an equal or better score.

The Hero Shot

You're standing in the fairway, 210 yards from the green. You can get the ball to the green, but 210 yards is right at your limit. And you must go over a creek fronting the green in order to do it. Do you go for the green? Or do you lay up?

Depends on how you stand on the hole and in the match. If you're ahead in the match, maybe it's not worth the risk. If you're 2-down and the match is on the 14th hole, maybe you have no choice but to risk it.

Then again, how does your opponent stand on the hole? If he's in a bad spot, then perhaps the hole is winnable without trying the hero shot.

How Many Holes are Left?

Always consider your options in the light of how you stand both in the match and on the particular hole. The closer you get to the 18th hole, the more aggressive you'll need to become if you're trailing.

Likewise, carrying a lead late in the match gives you the option of playing more conservatively. But that can change quickly if your opponent puts together a couple great shots.

Balancing Act

Match play is a balancing act. You must balance the need to be aggressive enough to win individual holes against the situations at hand - where do you stand in the match? How do you stand on the hole? How does your *opponent* stand on the hole?

And you must control your nerves. Don't get cocky when you're ahead. Always assume your opponent is going to make his putt, or put a good stroke on that approach to the green.

And don't panic if you fall behind early. You'll need to make something happen, but that doesn't mean trying every low-percentage shot that presents itself.

It's easy to see why match play is the type of golf that many prefer to play.

6. Glossary of Terms

Team: The team is the entire 40 players and captain(s).

Match Play: Match Play is the game played by holes.

Advice: Any counsel or suggestion that could influence a player in determining his play, the choice of a club or the method of making a stroke. Each team may appoint one person who may give advice to members of that team. Such person must be identified to the Committee before giving advice.

Side (not team): A side is a player, or two or more players who are partners (foursome or four-ball).

Partner (not player-partner): A partner is a player associated with another player on the same side.

Opponent: In match play it is never a competitor, always an opponent or player.

Four-Ball (not Best Ball): A four-ball match is when two play their better ball against the better ball of two other players.

Order of Play in Four-Ball: The balls belonging to the same side may be played in the order the side considers best. Thus, the side which has either of their balls furthest from the hole can decide to play either of their balls first, even if the other ball is the closest to the pin of any ball in the match.

Foursome: A foursome match is when two play against two, and each side plays one ball.

Single (not individual): A single match is when one plays against another.

Committee: "The Committee" is the Committee in charge of the competition.

Referee: The referee is one who is appointed by the Committee to accompany players to decide questions of fact and apply the Rules. He shall act on any breach of a Rule that he observes or is reported to him. A referee's decision is final.

Observer: An observer is one who is appointed by the Committee to assist a referee to decide questions of fact and report to him any breach of a Rule.

Honorary Observer: An honorary observer is one who is appointed by the Committee to assist the observer.

Reckoning of Hole (status of match): Reckoning of holes is kept by the terms: so many "holes up," or "all square" and so many "holes to play."

Halved Hole: A hole is halved when each side holes out in the same number of strokes.

All Square: A match is all square when each side has won the same number of holes as the other side, or when each hole has been halved.

Dormie: A match is dormie when a side is as many holes up as there are holes remaining to be played.

Concession of next stroke, hole or match (Rule 2-4): When the opponent's ball is at rest or is deemed to be at rest under Rule 16-2, the player may concede the opponent to have holed out with his next stroke and the ball may be removed by either side with a club or otherwise. A player may concede a hole or a match at any time prior to the conclusion of the hole or the match. Concession of a stroke, hole or match may not be declined or withdrawn.

Claims (Rule 2-5): Any claim or dispute which arises between sides shall be made to the referee before any player in the match plays from the next teeing ground or, in the case of the last hole of the match, before all players in the match leave the putting green.

Practice (Rule 7) is allowed as follows:

1. Before or between rounds, a player may practice on the course.
2. During the round, a player shall not practice either during the play of a hole or between the play of two holes, except that, between play of two holes, the player may practice putting or chipping on or near the putting green of the last hole played, any practice putting green or the teeing ground of the next hole to be played in the round, provided such practice stroke is not played from a hazard and does not unduly delay play. Strokes played in continuing the play of a hole, the result in which has been decided, are not practice strokes.

This document is intended to consolidate information presented by several different sources, including the web sites for the various Challenge competitions, the USGA Rules of Golf and the following www.About.com articles:

[Match Play Formats](#)

[Rules Differences in Match Play](#)

[Match Play Strategy](#)

[Keeping Score in Match Play](#)