

## QCLGA TEAM CHALLENGE – TWO DAY EVENT

MAY 24th - 9:30 a.m. Shotgun and May 26th- 7:30 a.m. Shotgun

\$10.00 Event Fee

This is a two-day Match Play Event between two established teams: The “Par-Tee Girls” (wearing shades of pink) and the “Birdie-Babes” (wearing shades of blue). Two different formats on each of the two days. The team with the highest points wins.

Golf Genius Invite will go out for “Two Person PYP Teams” on May 10th at 10:00 a.m. If you don't have a partner, the Tournament Committee will try to pair you with someone.

The Tournament Committee will create the teams by balancing the handicaps between the two teams to create equal team handicaps.

### **Day One Format: 9:30 a.m. Shotgun Four Ball**

On each hole, all four players play out the hole using their own ball, just like they were playing individually. At the end of each hole, each team uses the better net score of the two partners and compares it to the other team. The team with the better net score wins the hole and scores one point. If the score is even, then the match is halved and each team earns 0.5 points. Whichever of the two teams (The Par-Tee Girls or The Birdie-Babes) wins the most holes after 18 holes, is the lead for day one.

### **Day Two Format: 7:30 a.m. Shotgun Two Person Shamble Pro drive – Quail 5**

On the first hole, both players from each team tee off. Team selects their best drive. Partners hit their own ball from that point until the ball is holed. **Seven tee shots per player must be used.** The paired teams compare scores, and the team with the lower net score wins the hole and scores one point. If the score is even, then the match is halved, and each team earns 0.5 points.

Add team points from day one and day two. Team with the most points win. Each member of the winning team will receive equal shares of the team payout.

Save the date and sign-up!

Questions, Contact Debbie Riddell [drriddell@aol.com](mailto:drriddell@aol.com)