

Pairs Knock-out Competition

[History](#)

[Draw](#)

The Pairs Knock Out is open to all Clubs who are members of the Chiltern Junior Golf League and takes place throughout the season.

Format	The competition is a knockout competition. Each club is allowed to enter one team.
Draw	A draw will be made at the beginning of the season with home and away drawn by lot. The final will be played at a neutral venue.
Team	A team is made of 4 players. Players can be changed for each round of the competition.
Match Format	Each match is 2 x 4BBB games.
Handicap Allowances	All players must have a WHS Handicap Index. The maximum Handicap Index allowed is 28.0, any players with a Handicap Index of 28.1 or higher will play off a Handicap Index of 28.0. The home club to be responsible for arranging the Tees of the Day. In general, boys shall play from the Men's Medal Tee, and girls from the Ladies' Medal Tee however, with agreement, younger boys and/or girls may play from forward tees provided these have a valid Course Rating and Slope Rating for their gender. Stroke allowance calculated as follows: <ol style="list-style-type: none">1. For each player, determine their Course Handicap using their Handicap Index, Course Rating, Par and Slope Rating for the tee they are using. Round to a whole number.2. If the players are different gender and/or playing from different tees, ADD any difference in Par to the Course Handicap(s) of the player(s) with the higher Par(s).3. Calculate the full difference between the lowest Course Handicap and the Course Handicaps of the other 3 players.4. Calculate 90% of these differences and round this number to determine the number of shots to be given.5. Shots are taken in accordance with the stroke index of the gender/tees being used by the player who is <u>receiving</u> the shots.
Match Results	Individual games can be halved. The margin of each game should be recorded, but this is only used in the event of a tie. In the event of a tie, the following procedure is used to determine the winner of the match: <ol style="list-style-type: none">1. the total margin of each individual game, where the margin of a game is the number of holes up or down at the end of the game, e.g. a 4&3 win is +4, a 2&1 loss is -22. if still tied, the two lowest handicap players from each side should play a sudden death playoff (format of the playoff is 4BBB)
Concession of Matches	If a game is conceded once it has started, for example due to a player becoming injured, then the margin of the game is calculated by conceding holes one by one until a result is determined. If a match is conceded because one club cannot field a team, then the team they beat in the previous round should be reinstated in the competition.
Concession of Games	If a game is conceded once it has started, for example due to a player becoming injured, then the margin of the game is calculated by conceding holes one by one until a result is determined. If a game is conceded before it starts, for example because a player withdraws before play starts, then the game is counted as a game won, but the margin of the game is deemed to be zero.
RAP	A Responsible Adult Person from each club must be present through the match.

Play by Dates	<p>The Play By Dates for rounds 1 and 2 will be specified.</p> <p>Round 3 (final) will be arranged once both finalists are known, to be held at a mutually convenient date and venue.</p>
Match Organisation Rounds 1 & 2	<p>The Home team must contact the Away team and offer a minimum of 3 dates.</p> <p>If the Home team has not made contact by the Last Contact Date for the round, the Away team can make contact offering a minimum of 3 dates and claiming Home advantage.</p>
Concessions and Reinstatement	<p>If a match is conceded in Round 1, the club offered the concession will move to Round 2 without playing their match.</p> <p>If a match is conceded in Round 2, the club who were beaten by the team offering the concession will be reinstated. An extension of dates may be allowed but must be approved by the league secretary.</p>

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