

CHALLENGE CUP – 2024

Course Set Up & Scorecards

- Match Line-up & Results forms for each team will be emailed to you 3 days prior to the matches
 - Advise your Club team Captain(s) of your club if any line-ups are not received
- Challenge Cup Lateness Procedures will be enforced. The Cup Rules Chair will advise.
- Please ensure your course superintendent is aware of your hosting date so that they can plan any significant maintenance work the day after the match if possible.
- Match Course Set Up & Player Draw:
 - The format is a four-ball scratch match. Players 1 and 2 play as partners against opposing Players 1 and 2, with four positions for each match. (If a team is short players, Challenge Cup procedures will apply. The Cup Rules Chair will advise.)
 - Ensure the course yardage as reflected on the scorecard complies with the yardage requirement for each Cup being hosted. If you are hosting two Cups then two sets of tees may be required based on the Cups you are hosting.
 - Cups I & II: Minimum Yardage = 5400 Maximum Yardage = 5600
 - Cups III & IV: Minimum Yardage = 5200 Maximum Yardage = 5400
 - Cups V, VI & VII: Minimum Yardage = 5000 Maximum Yardage = 5200
 - The Player Draw shall be sequenced as follows on the golf course for play:

****HOME TEAM WILL LEAD THE FIELD**

SAMPLE DRAW				
HOLE #	CLUB	PLAYER	CLUB	PLAYER
Determined by Golf Professional	Hunter's Run	3 & 4	Breakers	3 & 4
	Hunter's Run	1 & 2	Breakers	1 & 2
	Hunter's Run	7 & 8	Breakers	7 & 8
	Hunter's Run	5 & 6	Breakers	5 & 6
	Mirasol	3 & 4	BallenIsles	3 & 4
	Mirasol	1 & 2	BallenIsles	1 & 2
	Mirasol	7 & 8	BallenIsles	7 & 8
	Mirasol	5 & 6	BallenIsles	5 & 6

etc. etc.

- One Cup = 48 Players (If two cups, treat as two separate draws)
- This draw order is required so that slow play complaints where warranted are made to the Cup Rules Chair. This method improves pace of play for the field as players do not want to be reported. It also enables our Board to effectively address slow play issues.

- If 18 holes are provided for one cup (48 players), then have Players 3 & 4 start on hole #12 to lead the field. Holes #13 to #18 should be left open and the remaining players should start on Holes #1 to 11 with players 5 & 6 starting on Hole #1. You may also space out the groups, however, you should leave extra holes open ahead of players 3 & 4 pairings.
 - If you need to put two groups on a starting hole, they should start on your longest holes or where it is necessary to avoid congestion on your course. For hosting two cups, you will need to have 6 holes with two groups. If you have less than 6 par 5's, then put two groups on long Par 4's, or where it is necessary to avoid congestion on your course.
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 - Hole Locations: In order to improve the Pace of Play, we recommend:
 - 6 Easy, 8 Medium, 4 Hard
 - You may reduce the number of Hard Hole Locations
 - Please supply each cart with Pin sheet
 - **Do not exceed 4 Hard Hole Locations for 18 holes**
 - Please include any additional directions on the course for players to easily find the next hole, and make sure all holes are identifiable.
 - Additionally if tee blocks are close in colors, it is suggested that only the tees playing be in place.
- Player Scorecard: **Provide one scorecard per cart.**
- Provide one line for each side to record points on each hole. The scoring is one point per hole (1 point for a win, ½ for a tie, 0 for a loss).
 - The team with honors should be listed first on the scorecard. Your Captain can provide you with this information from the Challenge Cup Players Book or you can refer to our website: **challengecupgolf.org** Go to the Schedule tab and click on the Cup you are hosting. The team listed first (left) has the honors on the first tee.
 - Do NOT print player indexes or handicaps.
 - Print the Cup and date on each scorecard.
 - Print players' names and starting hole on each card (e.g., 1A, 1B).
 - Add a Start Time _____ and End Time _____ to each card.