

# 2016 Jenga Cup

September 10, 2016

## General Rules:

Points will be awarded to winning teams in the following fashion:

<u>Match</u>	<u>Points</u>
Tie	1/2
1 or 2 Up	1
3 or 4 Up	2
5 or more Up	3

Team at end of day that has the highest accumulated score will be determined winners. Supper after round will be bought by losing team.

## Match Play Round 1      Elk ridge      Shotgun @ 8AM

### Format: 2 Man Best Ball Match Play with Handicaps

- Lowest **NET** score will determine winner on each hole. To calculate players NET score subtract number of strokes given (indicated on scorecard), from players actual score.

#### Example:

<u>Hole #1 Par 4</u>	Ken	Paul	VS	Clint	Jeff
<u>Strokes Given</u>	1	2		3	1
<u>Actual Score</u>	5	7		6	5
<u>Net Score</u>	4	5		3	4

The lowest team score for Paul & Ken is **4** and for Clint & Jeff is **3**. Jeff and Clint win the hole. They are now **1up**. Continue with this format for the entire 18 holes.

## Match Play Round 2      Elk Ridge      1<sup>st</sup> Group @2PM

### Format: 2 Man Scramble Match Play with the Reverse Club Steal Kicker

- Each team member tees off on every hole. Choose best shot and both players hit from that position. Continue until ball is in hole. No strokes given to any player in this format.

#### Reverse Club Steal Kicker:

- Losing team on each hole has the option to 'steal' a club from winning teams' bag.
- Stealing team may not use opponents clubs. A team cannot 'steal' an opponent's club until they have all their clubs back in their bag.

#### Shotgun Mulligan Rule(with an Asterisk):

- Shotguns do **NOT** have to be taken before next shot is played. Take shotguns when there is an opportunity. All shotguns must be taken before teeing off on following hole.
- **On Greens-NO** shotguns taken on green. Max 2 mulligans per green.

**Have Fun!**