

Sawmill Monday's R/S GOLF LEAGUE

Maximum strokes per hole is **Double Par +**. This means MAX score on a par 3 is 6, par 4 is 8, & par 5 is 10.**

If player(s) make the green, they may finish the hole to determine point(s) won even if they go over 2x par.

** If player picks up for MAX without making the green and opponent completes hole (even if he goes over double par), **opponent wins the two points** and Player will receive score of MAX + or Double Par +.

These are some examples of how to mark cards:

Example on a par 3, Max + would be 7 if opponent scores 6 and doesn't have to give a stroke or 8 if they have to give a stroke or 9 if they have to give 2 strokes, such that opponent wins the 2 points. If opponent scores 5 and has to give a stroke, player scores 7.

Example on a par 4, Max + would be 9 if opponent scores 8 and doesn't have to give a stroke or 10 if they have to give a stroke or 11 if they have to give 2 strokes, such that opponent wins the points. If opponent scores 7 and has to give a stroke, player scores 9.

Example on a par 5, Max + would be 11 if opponent scores 10 and doesn't have to give a stroke or 12 if they have to give a stroke or 13 if they have to give 2 strokes, such that opponent wins the 2 points. If opponent scores 9 and has to give a stroke, player scores 11.

So to summarize, we went with double par as the max score on a hole to help keep things moving when a person is clearly struggling and there opponent is not...

If both players are struggling, battle it out to determine hole winner even if you go over double par.