

# Chapman

(Date: September 2, 2024)

In a Chapman, both partners play a tee shot at every hole from the designated tee. Switch balls after the drive and play the partner's ball for the second shot. After the second shot, select the best ball for the third shot, and from that point until the ball is holed play only one ball in an alternate shot format. The player whose second ball was not chosen gets to play the third shot (so teams might sometimes choose the best ball after two shots based on who will get to hit the third) The team with the lowest net score is the winner.

Situations of note:

- If a player hits a tee shot out of bounds or in a penalty area and is not playable, **then a second shot will not be played by his partner as the second shot is the drop taken.** The team will be forced to use the other partner's tee shot for the rest of the hole.
- If both tee shots end up out of bounds or in a penalty area and are not playable, then the team will pick the best of the two shots and hit their third shot from that spot and alternate shots until they finish the hole.
- The local rule allowing a drop in the fairway after a tee shot out of bounds is not applicable to this format and will not be used.

## **Tee Selection**

Each individual player can select the tee box used for the tournament. Handicaps will be adjusted based on tee selection.

## **Handicap**

*Example:* Team #1 is comprised of Player A with a *Course Handicap* of 10 and Player B with a *Course Handicap* of 17. Player A ( $10 \times 60\% = 6$ ) + Player B ( $17 \times 40\% = 6.8$ ) = a team handicap of 12.8. A maximum handicap of 18 will be used to calculate a player's handicap. All handicap strokes will be deducted from the teams' gross score at the end of the round

## **Tiebreaker**

In the event of a tie score **in first place only**, the teams will have a chip-off. Both players must be present for the chip-off to qualify; otherwise, they forfeit. Each player of each team will chip, and the closest of their combined total distance from the circumference edge of the cup will be the winner.

**Note:** *All chips must stay on the green, if off the green the distance cannot be counted.*

- ***In the event, all the players from the same team miss the green and one player from the opposite team stays on the green the team with the player on the green will be the winner.***
- ***In the event, all the players from the same team stay on the green, and one player from the opposite team misses the green, the team with both players on the green will be the winner.***

- ***In the event one player from each team stay on the green and one player from each team misses the green the player closest to the circumference edge of the cup will be the team winner.***

***In the event there is a tie or are tied for 2<sup>nd</sup> and 3<sup>rd</sup> places, they will be broken starting with the most difficult handicap hole (Handicap 1 - hole #3 ) backward, Handicap 2 hole #12, Handicap 3, etc. (TPMGA Score Card will be used)***

**Entry Fee:** TPMGA Members \$20.00