

Keeping A Match Play Scorecard

MEN'S	PAR	WHITE	4	4	4	3	4	3	5	3	4	34
	YARDS		389	279	406	115	400	194	510	160	256	2709
	HDCP		3	17	1	15	5	11	7	9	13	
	CRMS		5	5	5	3	5	3	5			
	0 - +		+1	0	-1	0	+1	+2	+3			
	HOLE		1	2	3	4	5	6	7	8	9	FRONT NINE
	0 - +											
	OPPONENT		6	4	4	4	6	4	6			
LADIES'	HDCP	RED										
	YARDS		5	17	1	13	7	11	3	9	15	
	PAR		369	258	351	108	379	185	430	160	256	2496

CRMS
 3 & 2
 WINS!

- 1st hole: CRMS player wins and goes “1 up” – mark down “+1”
- 2nd hole: CRMS player loses and stands “all square” (tied) – mark down “0”
- 3rd hole: CRMS player loses and goes “1 down” – mark down “-1”
- 7th hole: CRMS player stands “3 up” with 2 holes to play. Since the Opponent cannot win 3 holes with only 2 to play, the match is **OVER**. The score is noted as “CRMS wins, 3 & 2”.
- If CRMS is “2 up” with 2 holes to play, the match is called “dormie”. This comes from the french verb “dormir” - to sleep. It means a player is ahead by the number of holes left to play, so he/she can “go to sleep”; all they have to do is “halve” (tie) one more hole in order to win.