

CHAMPIONSHIP PLAY

1. All members in good standing are automatically participants. Competition combines Match Play and Medal Play. Each member accumulates points based upon participation and performance in the five (5) match and ten (10) medal tournaments (see separate rules for points achievable in match and medal play). A CPT (Cumulative Point Total) for each member will be determined as follows:

CPT = total Match Play points (or 5 points if member is not included in Match Play) plus total points earned by the member in his best seven (7) Medal Play tournament performances.

2. Sixteen (16) members with the highest CPT qualify for the Club Championship Match Play Tournament.

In the event of a tie for the sixteenth position, the sequence for breaking the tie will be as follows:

- a. Highest Medal Play point total (Best 7)
- b. Greatest participation (number of events played) in both match and medal play
- c. Most 5 point awards in Medal Play
- d. Most 4 point awards in Medal Play
- e. Most 3 point awards in Medal Play
- f. Most 2 point awards in Medal Play

3. The Club Championship Match Play Tournament consists of a four stages-single elimination match play competition among the (16) qualifiers. The sixteen members competing are seeded according to CPT rank (highest CPT receives number one seed). Seeding ties will be resolved by the same method used in section 2 above. The final 16 will be set without further alterations on the Saturday before the qualifier Round. All of the final 16 qualifiers must confirm in good faith they are available and able to compete in all of the Championship Rounds understanding that any of the matches except the final can be made up with agreement from their opponent. Any Top 16 member who thus declines to compete in the championship rounds must make his intentions known before the Saturday of the Qualifier. His spot will be filled by the next highest CPT moving everyone below him up one position filling the empty slot from the bottom with the next highest CPT(starting from 17th) who agrees to compete. If all 16 spots are not filled before the Saturday of the Qualifier, a bye(s) will be given starting with Seed number one, then two, etc until all spots are filled.

4. The first stage (qualifying round) consists of match play between all 16 qualifiers : (1 vs 16, 2 vs 15, 3 vs 14, and so on).

5. The second stage (quarter finals) consists of match play as follows:

- a. Winner of (1 vs 16) Match plays winner of (8 vs 9) match.
- b. Winner of (2 vs 15) Match plays winner of (7vs 10) match.

- c. Winner of (3 vs 14) Match plays winner of (6 vs 11) match.
 - d. Winner of (4 vs 13) Match plays winner of (5 vs 12) match.
6. The third stage (semi-finals), determined from above outcomes.
Winners from (a) and (d) play each other.
Winners from (b) and (c) play each other.
7. The fourth stage (Championship) is between the two survivors.
8. Matches follow match play procedure except that halved matches are decided by a "sudden death" playoff beginning at the first hole except for the finals. In the event of a tie in the club championship final match, an 18-hole playoff within two weeks, including a responsible Ashrose third party, will determine our club champion.
9. In the event that any of the sixteen members scheduled to play in the first stage (qualification round) are absent, the opening(s) will be filled by the next highest CPT ranked member(s) who are present. The higher CPT ranking fills the lower vacant seed position.
10. Certain leeway is granted for scheduling the matches. If a match cannot be played on the scheduled date, the two participants must agree on playing on an alternate date. This date can be any time before the scheduled date **but not later than one week before the next stage scheduled date.** This rescheduled date can be any day of the week.