

MATCH PLAY RULES & RECKONING
PLAYING
"THE LIKE"

AULD GOLF SOCIETY
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INSTRUCTIONAL SERIES

PLAYING "THE LIKE"

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There is nothing like a good Match bewteen golfers. In the Auld Eras there was a certain way of Reckoning, or scoring the game and it did not have to do with counting total strokes...

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Putting "The Like"



NORTH BERWICK LINKS—PLAYING "THE LIKE."

In the end you can only hope that as you walk upon the green that you may lay favorably in the reckoning.

Your opponent had hit on the green in "Two More" so your "One OFF Two" approach leaves you in "The ODD" favor and you are Putting "The LIKE" for the WIN!

If you've made the putt you are "One UP" in the match and on to the next hole...but if not, it is your opponent's chance as he is Putting "The LIKE" now himself! If he holes out it's on to the next hole "All Square".

There is no need to have counted strokes nor does one need to write down any scores, for all that matters is the status of the match between two Auld Golfers...

Rules of the Match



- 1) The Game of Golf is played by sides, each playing its own ball. A side consists either of one or of two players. If one player play against another, the match is called 'a single.' If two play against two, it is called 'a foursome.'
- 2) In a foursome the partners shall strike off alternately from the teeing grounds, and shall strike alternately during the play of the hole.
- 3) In 'teeing' the ball may be placed on the ground, or on sand or other substance in order to raise it off the ground.
- 4) A ball must be played wherever it lies or the hole be given up, except as otherwise provided for in the Rules.
- 5) If a ball lie or be lost in water, the player may drop a ball, under penalty of one stroke.

Rules of the Match

6) When a ball has to be dropped, the player himself shall drop it. He shall face the hole, and shall stand erect behind the spot from which the ball was lifted, or, in the case of water, the spot at which it entered keeping that spot in a line between himself and the hole, and drop the ball behind him from his head, standing as far behind the hazard as he may please.

7) If a ball be lost, except as otherwise provided for in the Rules, the player's side shall lose the hole; but if both balls be lost, the hole shall be considered halved.

8) If a ball be played out of bounds, a ball shall be dropped at the spot from which the stroke was played, under penalty of loss of the distance. A ball played out of bounds need not be found. There is no stroke penalty.

9) When the balls lie within six inches of each other on a putting-green, or within a club length of each other through the green or in a hazard (the distance to be measured from their nearest points), the ball nearer the hole may, at the option of either the player or the opponent, be lifted until the other is played, and shall then be replaced as near as possible to the place where it lay.

Playing "One OFF Two"



Your opponent has just run off a couple of shots getting out of trouble and it is your turn to hit as now you are 'away'.

The two of you have been tracking the status (either in your heads or maybe with a verbal confirmation).



So it's your turn to hit and you are playing "One OFF Two", since your hit will reduce the relevancy of shots between you and your opponent. You are still one shot better, so now the question is "who is away"? If it is you then you are now playing "The LIKE" (which will make you equal or just like your opponent).

If it is your opponent, then he is adding back to his deficit so he would be playing "Two More" again.

Playing "Two MORE"

It happens to be that sometimes you might have to hit a second time in a row as you have found yourself to be furthest away (as is always relevant in match play).

You may have to hit again!



Each time you hit the ball, you are adding to the number of strokes above 'being like' your opponent. First you hit "The ODD", now you are hitting "Two More" (with your second shot in a row).

It's possible that you've had bad luck and now must hit another shot - "Three More", etc...

It is certainly important to converse and update the status as the hole is played. The only importance is relevancy, not score.

Rules of the Match

10) A stymie is possible only in matches involving one ball per side. On the putting green, if two players' balls are more than six inches apart, there is no provision for the ball nearer the hole to be lifted. If that ball lay directly in the way to the hole of the ball to be played then the player is 'stymied.' He can try to play around or over the interfering ball, but if the nearer ball is struck, no penalty is ensued. However, the opponent has the option of playing the ball as it lay or replacing it. If the nearer ball has been knocked into the hole the opponent is considered to have holed out with his previous stroke.

Other Notes:

- 1) A player may not concede his opponent's putt. The player that is furthest away is next to play, therefore he must play over or around the ball that may be in his way.
- 2) On the green the rules allow a ball within 6" of the cup to be lifted if requested by the opponent. Else, the opposing ball can be left alone and even be used as a back stop. There is no penalty for hitting your opponents golf ball in match play.
- 3) If either ball goes in it counts. But it counts as if going in on the last shot if the opponent's ball is knocked in.

Playing "The ODD"



When the first player of a match tees up to hit a shot there must first be made, a consideration as to the status of the match. On the tee, the players are LIKE in score as neither player has hit.

In a modern match, we play the hole as normal, counting our score along the way, compare to each other and award the hole to the lower score. A tie is a push.

When Reckoning the score with Auld Golf methods, the first player to hit is considered to have hit "the ODD", that is to say that he has hit one more than his opponent.

This is the **first** component in learning to score the Auld Match. It is best and easiest to think in terms of likeness or how many more/less shots am I as I stand?

It is common practice to converse and update the status as the hole is played. The only importance is relevancy, not score.

Playing "The LIKE"



When Reckoning the score with Auld Golf methods, the opposing player now tees off and is playing "The LIKE", as he is hitting the shot that now makes him equal in status with the first player.

This is the **second** component in learning to score the Auld Match. It is best and easiest to think in terms of likeness or how many more/less shots am I as I stand?

It is common practice to converse and update the status as the hole is played. The only importance is relevancy, not score.