

SCOTTISH MEN'S MEDAL FINALS

Club Guidelines

1. Eligibility

- a) Open to all male golfers who are members of Scottish Golf affiliated clubs.
- b) Are of amateur status as defined by R&A Rules Limited.
- c) Are in possession of a CONGU competition handicap.
- d) Members of more than one club can compete in medals at each club where they are a member but may only represent one club and play in one Regional Final.
- e) When a player has won the Scratch or Net category at multiple clubs in any year, they must only represent their Home club at the Regional Final. In these circumstances the player's Away club (s) are permitted to send the second placed player.

Winning a Scratch or Net Category

The winners of the Scratch or Net category will be the players who return the lowest aggregate of 4 Scratch or Net scores based on the previous year's medal results (January – December).

When medals are played over multiple courses the lowest aggregate of 4 net scores (taking into account the net differential) will be used to establish the net winner.

Winning a Scratch category supersedes the winning of a Net category. If a player has won both the Scratch and Net categories at their Home Club in the same year, the club are permitted to send the second placed net player.

2. Requirements

In order to be eligible to compete, clubs running Scottish Golf Men's Medal Competitions must:

- a) Run a minimum of 6 (between January – December).
- b) Permit junior boys holding a CONGU competition handicap to compete and qualify for the Regional Final.
- c) Be qualifying competitions for handicap purposes.
- d) Run all competitions in accordance with the R&A Rules of Golf and in conjunction with the club's own local rules.
- e) Encourage [Ready Golf](#)

3. Format

- a) The format of each medal is 18 hole stroke play.
- b) It is permissible for club stroke play competitions to be run alongside Scottish Golf Men's Medal Competitions.
- c) The Committee is responsible for running the competition and deciding ties at their club.