



UNDEROVER

THE CONCEPT

Saturday 2nd of September 2023, the second edition of the UnderOver Cup will be played at Cleydael Golf & Country Club.

16 players of each side – 32 in total – will compete against each other in mixed formulas.
36 holes will be played in total, divided in 4 times 9 holes in different playing format.

Players will be greeted for a Champions Breakfast in the morning to then go out for a first 18 holes. When coming in, lunch will be served and a side activity will be organized to reset our minds. In the afternoon players are expected back on the first tee for an additional 18 holes.

After finishing the 36th hole, partners and guests are arriving and for the players it's shower time to be ready by 19.30h for the official prizegiving & reception.

When the cup has been handed out to the deserved winners of 2023, the evening continues with a superb BBQ whilst our guest DJ will be playing some energizing tunes. These tunes will gradually push us on to an unforgettable closing party.

THE SCHEDULE

07.00 – 08.00: Champions breakfast & Warm-up

08.00 – 08.56: Morning tee-times

12.30 – 14.00: Lunch

12.30 – 14.30: Mid-day activity

14.00 – 14.56: Afternoon tee-times

19.30 – 20.30 : Prizegiving followed by reception

20.30 – 22.00: BBQ

21.00 - ... : Beats by DJ He-Man



THE RULES

36 HOLES

The 36 holes will be divided into 4 different types of playing. All players will play from the **yellow** tees. Handicaps of **31/8/2023** will be used for strokes.

1. Reverse Texas Scramble:

Every team player hits the tee-shot. After every shot, the opponent chooses the ball to continue from. Both players hit the following shot (also on the green).

Stableford / 50% strokes / scores divided by 9

2. Greensome:

Every team player hits the tee-shot. After that shot, the team chooses the best ball to continue from. The players take turns for every next shot.

Strokeplay / No strokes / scores divided by 2

3. Skins:

Joker Stroke: 2 Joker strokes per 9 holes. Jokers have to be used before the tee-shot.

Recall: 2 recalls per player per 9 holes. If your opponent hits a good shot, you can recall it and he then has to replay that shot.

Mulligan: Everyone player gets 1 flying mulligan per 9 holes.

Matchplay / 50% strokes / 8pts per win +2 pts per up.

4. Fourball Matchplay:

2 vs 2, if the best scores on the hole are squared, the worst scores are compared.

In case of all square after 9: putting contest on putting green (sudden death).

Matchplay / 50% strokes / 8pts per win +2 pts per up

BONUS POINTS

There will be Team points to be won in 4 categories. Every win counts for 2 additional points.

- 1. Nearest to the pin** (Round 1 => Hole 3; Round 2 => Hole 9)
- 2. Longest Drive** (Round 1 => Hole 6; Round 2 => Hole 12)
- 3. Shortest Drive** (Round 1 => Hole 13; ball needs to be on the fairway)
- 4. Birdie or Better** (Round 1 => Hole 12)

THE LUNCHGAME

During lunchtime, there will be a chipping contest. Teams will chip 5 balls each towards a chipping board. Points are added up, the winning team gets 3 points.

THE BIRDIEBOTTLE

Every flight will receive a birdie bottle, containing fluids of some kind. Whenever a birdie (or better) is played, the team takes a sip from the birdiebottle.



THE SNAKE

There will also be a “Snake” competition for every 9 holes played. One gets the snake by making a 3-putt. The last one making a 3-putt on this 9 hole stretch wins the snake and he and that team will have to take a shot from the birdiebottle.

SLOWPLAY

Slow play will be **punished**. Every set of 9 holes should be finished within 1hour and 50 minutes of playing time. Always find your own ball first; Always walk to your own ball whenever possible: you should be ready to play when your flight-mates have played. Write scores while teeing off, not on the green. **Ready Golf!**

