



Tempest Car Hire - Individual Knockout Swindle

How it works

- Individual Knockout to run from the May monthly game to the Gold Cup game in April
- Pools of 128 players - or as close as possible
- Winners of each pool play against each other at Gold cup for the Grand prize

Prizes

- Pool winners share total monies received +/- R2500.00 (nothing withheld for Nomads coffers)
- Pool winners play against each other at Gold Cup for Grand Prize
- Grand prize sponsored by Les Mathews from Tempest Car Hire for overall winner
-2 x Return air tickets , three night stay as per Tempest at a choice of one of four destinations in either Cape Town, Johannesburg, Durban or Port Elizabeth , free car hire for the duration.

Wager

- R20.00 per player.

Definitions

Cycle - The time taken to complete a round. Some rounds will take 2 months and others one month.

Draw - The draw will consist of 128 players (or as close as possible) culminating in the winner of each pool playing against each other at Gold cup. Once the draw has been made there will be no changes made to it.

Differential – The difference between the average score for the day and your score i.e. if the average score for the day is 29 and your score is 31 you will record a +2 differential, if your score is 27 you will record a -2 differential.

Rules

1. National individual knockout starting at May monthly game to Gold Cup.
2. You **don't** need to play in the same fourball as your opponent or organise additional games, your score will be calculated from your Nomads score on the SAMSON system. All you need to do is play your monthly game, you can then follow your progress on the national / provincial website where all results will be loaded at the end of every month.
3. The player with the highest differential for a cycle will progress. Where there is a cycle with two months your best differential score from the two games will count.
4. In the event the best scores in a cycle are equal – the **count out** will be as follows -
 - a. The player with the best second score in the cycle will advance.

- b. If there is only one score available the person with two scores will advance.
 - c. If still the same the lowest handicap will advance.
 - d. In the event that the handicaps are the same the player who has played the most monthly games will advance.
5. If a player is unable to make a monthly game in a cycle a make-up game score may be used as long as the game is played within that cycle and is the only score available. The co-ordinator will pick up the make- up game from SAMSON. The differential scoring rule applies.
6. Should a player be unable to make a monthly game or a make-up game in a cycle he will forfeit and his opponent will advance.
7. In the event that a game is rained out, the rescheduled game will count.
 - a. If the game has to be cancelled the participant will receive a 0 differential if he entered the game.
 - b. A make-up game score would count if greater than 0.
8. If both players are unable to make at least one monthly game or play a make- up game in a cycle the count out rule will apply.

Cycle dates

Cycle 1 MAY/ JUNE

Cycle 2 JULY

Cycle 3 AUGUST / SEPTEMBER

Cycle 4 OCTOBER

Cycle 5 NOVEMBER/DECEMBER

Cycle 6 JANUARY

Cycle 7 FEBRUARY / MARCH

Gold Cup APRIL - WINNER

Co-ordinator

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