



# PIVOT PROCEDURE

- **4 BALL ALLIANCE FORMATS (GHOST PLAYER):**

A Ghost Partner will apply (The same Ghost Partner will apply to all coveys not having 4 players)

1. Should the Club Captain be in the field he or she will be used as the Ghost Partner.
2. Should the Club Captain's covey not be a 4 ball or the Club Captain not be in the field, a random player will be drawn once all the cards have been handed in with a witness as the ghost partner.

- **BETTERBALL STABLEFORD OR OTHER 2 BALL FORMATS (PIVOT):**

1. The lowest handicap in the group will be used as the pivot.