## Summary of

## Descriptions <br> for

## Competitions <br> Played

at
Minthis Hills

FOUR-BALL BETTER-BALL STABLEFORD

|  | DESCRIPTION |
| :---: | :---: |
| Format | Team competition, 2 players per team, strokeplay rules. |
| Scoring | Stableford. |
| Handicap Strokes Received | $\mathbf{9 0 \%}$ (rounded to an integer) of playing handicap. |

Each player plays a normal game of stableford. You should pick up if unable to score any stableford points on a hole.
You must record the gross score for each player on each hole in the relevant "Score" column ( $A, B$ ).
The team points scored on a hole (to be recorded in the "Points" column) is the better of the two stableford scores.

Both the marker and one of the players from the relevant team must sign the card.
(Example scorecard follows - for a fuller explanation see the description in the folder in the Pro shop)

## Example scorecard for a Four-Ball Better-Ball Stableford competition



PLEASE AVOID SLOW PLAY AT ALL TIMES
Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

## FOUR-BALL BETTER-BALL MATCHPLAY

|  | DESCRIPTION |
| :---: | :---: |
| Format | Team competition, 2 players per team, 2 opposing teams, |
| matchplay rules. |  |$|$| Matchplay (win + lose - , halve o). |
| :---: | :---: |

Each player plays a normal game of matchplay golf. You should pick up if you are unable to better the opposing team's net score on a hole. Concede putts that your opponents will obviously make, concede holes that your opponents have obviously won.
The team score on a hole is the better of the two net scores for that team and the result is either a PLUS (+) if that score is better than the opposing team's net score, a MINUS (-) if it is worse or a ZERO (o) if ithe net scores are equal. Before teeing off on a hole both teams should agree the result of the previous hole and the overall match result so far and record this in the "Points" column .
(Example scorecard follows - for a fuller explanation see the description in the folder in the Pro shop)

Example scorecard for a Four-Ball Better-Ball Matchplay competition


## PLEASE AVOID SLOW PLAY AT ALL TIMES

Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

## BOGEY

|  | DESCRIPTION |
| :---: | :---: |
| Format | Individual competition, strokeplay rules (e.g. striking the wrong <br> ball would incur a 2-stroke penalty, not loss of hole). |
| Scoring | matchplay (win + , lose - , halve o). |
| Handicap Strokes Received | Full playing handicap. |

Score each hole separately as in matchplay.
You must record the gross score for each hole in "Score" column A.

- A net birdie or better wins the hole, so put a + (plus) in the "Points" column;
- A net bogey or worse, loses the hole, so put a - (minus) in the "Points" column;
- A net par halves the hole, so put a $\mathbf{0}$ (zero) in the "Points" column.

You should pick up if you are unable to win or halve a hole.
At the end of the game subtract the number of holes that were lost from the number of holes that were won to give a final score (e.g. $-3,+2$, etc.) and record this in the "stableford points" box on the scorecard.

Both the marker and the player must sign the card.
(Example scorecard follows -for a fuller explanation see the description in the folder in the Pro shop)

Example scorecard for a Bogey competition


PLEASE AVOID SLOW PLAY AT ALL TIMES
Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

|  | DESCRIPTION |
| :---: | :---: |
| Format | Team competition, 2 players per team, strokeplay rules. |
| Scoring | Stableford. |
| Handicap Strokes Received | $50 \%$ of the combined playing handicaps. |

Prior to playing, the team decides which player will tee off on the even-numbered holes. The other player will then tee off on the odd-numbered holes.
"Penalty shots" and relief do not affect the order of play (e.g. if Player A hits the ball out of bounds then Player B must play the next shot from where Player A played the original ball, under penalty of 1 stroke, i.e. "stroke and distance"), even if it means that a lady golfer has to play from the men's tee and vice versa.
You should pick up if your team is unable to score any stableford points
You must record the gross score for the team under "Score" column A for each hole and the stableford score should be recorded in the "Points" column.
Both the marker and one of the players from the team must sign the card.
(Example scorecard follows -for a fuller explanation see the description in the folder in the Pro shop)

## Example scorecard for a Foursomes Stableford competition



PLEASE AVOID SLOW PLAY AT ALL TIMES
Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

## FOURSOMES MATCHPLAY

|  | DESCRIPTION |
| :---: | :---: |
| Format | Team competition, 2 players per team, 2 opposing teams, matchplay |
| rules. |  |$|$| Matchplay (win + , lose - , halve o). |
| :---: |
| Scoring |
| Handicap Strokes <br> Received |
| The team with the higher sum of their two playing handicaps (the <br> aggregate) receives a handicap allowance equal to 50\% of the difference <br> between the aggregate playing handicap of each side, rounded to the <br> nearest integer ( $\geq 0.5$ is rounded up, $<0.5$ is rounded down). The team <br> with the lower aggregate playing handicap plays off scratch. |

Prior to playing, the team decides which player will tee off on the even-numbered holes. The other player will then tee off on the odd-numbered holes.

If Player A tees off, then Player B must play the next shot with that ball (and vice versa) and the team players alternate in this way until the ball is holed.
"Penalty shots" and relief do not affect the order of play (e.g. if Player A hits the ball out of bounds then Player B must play the next shot from where Player A played the original ball, under penalty of 1 stroke, i.e. "stroke and distance"), even if it means that a lady golfer has to play from the men's tee and vice versa.

Concede putts that your opponents will obviously make, concede holes that your opponents have obviously won.

Before teeing off on a hole agree with your opponents the result of the previous hole and the overall match result so far and record this in the "Points" column.
(Example scorecard follows -for a fuller explanation see the description in the folder in the Pro shop)

## Example scorecard for a Foursomes Matchplay competition



## PLEASE AVOID SLOW PLAY AT ALL TIMES

Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

## GREENSOMES STABLEFORD

|  | DESCRIPTION |
| :---: | :---: |
| Format | Team competition, 2 players per team, strokeplay rules. |
| Scoring | Stableford. |
|  | Ronded sum of: |
| Handicap Strokes Received | $60 \%$ of the lower playing handicap |
| and |  |
|  | $40 \%$ of the higher playing handicap |

Both players tee off and the team then decide which of their two balls will be used for the remainder of that hole.
If Player A's ball is chosen, then Player B must play the next shot with that ball. Player A then plays the next shot with that ball and the team players alternate in this way until the ball is holed, or until it is picked up because the team cannot score any stableford points on a hole
"Penalty shots" and relief do not affect the order of play (e.g. if Player A hits the ball out of bounds then Player B must play the next shot from where Player A played the original ball, under penalty of 1 stroke, i.e. "stroke and distance"), even if it means that a lady golfer has to play from the men's tee and vice versa.
You should pick up if your team is unable to score any stableford points
You must record the gross score for the team under "Score" column A for each hole and the stableford score should be recorded in the "Points" column.
Both the marker and one of the players from the team must sign the card.
(Example scorecard follows - for a fuller explanation see the description in the folder in the Pro shop)

Example scorecard for a Greensomes Stableford competition


PLEASE AVOID SLOW PLAY AT ALL TIMES
Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks

## GREENSOMES MATCHPLAY

|  | DESCRIPTION |
| :---: | :---: |
| Format | Team competition, 2 players per team, $\mathbf{2}$ opposing teams, <br> matchplay rules. |
| Scoring | Matchplay (win + lose - , halve o). |
| Rounded sum of: |  |
| Handicap Strokes Received | Rof the lower playing handicap <br> and |
| 40\% of the higher playing handicap <br> The team with the lower aggregate playing handicap plays off <br> scratch, while the opposing team plays off the difference <br> between the aggregate playing handicaps. |  |

Both players tee off and the team then decide which of their two balls will be used for the remainder of that hole.
If Player A's ball is chosen, then Player B must play the next shot with that ball. Player A then plays the next shot with that ball and the team players alternate in this way until the ball is holed, or until it is picked up because the team cannot better or equal the opposing team's score on a hole.
"Penalty shots" and relief do not affect the order of play (e.g. if Player A hits the ball out of bounds then Player B must play the next shot from where Player A played the original ball, under penalty of 1 stroke, i.e. "stroke and distance"), even if it means that a lady golfer has to play from the men's tee and vice versa.
Concede putts that your opponents will obviously make, concede holes that your opponents have obviously won.
Before teeing off on a hole agree with your opponents the result of the previous hole and the overall match result so far and record this in the "Points" column.
(Example scorecard follows - for a fuller explanation see the description in the folder in the Pro shop)

Example scorecard for a Greensomes Matchplay competition


[^0]
## GRUESOMES

|  | DESCRIPTION |
| :---: | :---: |
| Format | Team competition, 2 players per team, strokeplay rules. |
| Scoring | Stableford. |
| Handicap Strokes Received | $\mathbf{5 0 \%}$ of the combined playing handicaps. |

The competition is played in a way that is almost identical to a Greensomes Stableford competition. The catch is that, after both of you have teed off, instead of your team choosing which of your two balls to play from then on, it is the other team with whom you are playing that chooses which ball your team will use.
If Player A's ball is chosen, then Player B must play the next shot with that ball. Player A then plays the next shot with that ball and the team players alternate in this way until the ball is holed, or until it is picked up because the team cannot score any stableford points on a hole
"Penalty shots" and relief do not affect the order of play (e.g. if Player A hits the ball out of bounds then Player B must play the next shot from where Player A played the original ball, under penalty of 1 stroke, i.e. "stroke and distance"), even if it means that a lady golfer has to play from the men's tee and vice versa.
You should pick up if your team is unable to score any stableford points
You must record the gross score for the team under "Score" column A for each hole and the stableford score should be recorded in the "Points" column.
Both the marker and one of the players from the team must sign the card.
(Example scorecard follows - for a fuller explanation see the description in the folder in the Pro shop)

Example scorecard for a Gruesomes competition


## PLEASE AVOID SLOW PLAY AT ALL TIMES

Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

## St. ANDREWS FOURSOMES

|  | DESCRIPTION |
| :---: | :---: |
| Format | Team competition, 2 players per team, strokeplay rules. |
| Scoring | Stableford. |
| Handicap Strokes Received | $50 \%$ of the combined playing handicaps. |

Prior to playing, the team decides which player (Player O ) will take the second stroke on the odd-numbered holes. The other player (Player E) will then take the second stroke on the even-numbered holes.
Both players tee off and the team then decide which of their two balls will be used for the remainder of that hole.
If it is an even-numbered hole then Player E must play the next shot with that ball. Player O then plays the next shot with that ball and the team players alternate in this way until the ball is holed, or until it is picked up because the team cannot score any stableford points on a hole. Vice versa if it is an odd-numbered hole.
"Penalty shots" and relief do not affect the order of play (e.g. if a player hits the chosen ball out of bounds then the player who would normally hit the ball next - it may be the player who hit it out of bounds, or it may be his/her partner, must play the next shot from where the original ball was played, under penalty of 1 stroke, i.e. "stroke and distance"), even if it means that a lady golfer has to play from the men's tee and vice versa.

You should pick up if your team is unable to score any stableford points
You must record the gross score for the team under "Score" column A for each hole and the stableford score should be recorded in the "Points" column.
Both the marker and one of the players from the team must sign the card.
(Example scorecard follows -for a fuller explanation see the description in the folder in the Pro shop)

Example scorecard for a St. Andrew's Foursomes competition


PLEASE AVOID SLOW PLAY AT ALL TIMES
Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

## PATSOMES

|  | DesCRIPTION |  |
| :---: | :---: | :---: |
| Format | Team competition, $\mathbf{2}$ players per team, strokeplay rules |  |
| Scoring |  |  |
| HoLES | PLAYED AS |  |

Each player plays a normal game of stableford. You should pick up if unable to score any stableford points on a hole.

Mark the scorecard as follows:

- for the first six holes you must record the gross score for each player in the respective "Score" column and the stableford score should also be recorded there;
- for the last twelve holes you must record the gross score for the team in "Score" column A for each hole;
- for each hole you should record the team's stableford score in the "Points" column.

Both the marker and one of the players from the relevant team must sign the card.
(Example scorecard follows - for a fuller explanation see the description in the folder in the Pro shop)

## Example scorecard for a Patsomes competition



## PLEASE AVOID SLOW PLAY AT ALL TIMES

Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

## REVERSE PATSOMES

|  | DESCRIPTION |  |
| :---: | :---: | :---: |
| Format | Team competition, 2 players per team, strokeplay rules |  |
| Scoring |  | Stableford. |
| HoLES | PLAYED AS | HANDICAP STROKES RECEIVED |
| 1 to 6 | Foursomes | $\mathbf{5 0 \%}$ of the combined playing handicaps. |
| 7 to 12 | Greensomes |  |
| 13 to 18 | Better Ball | Full playing handicap. |

Each player plays a normal game of stableford. You should pick up if unable to score any stableford points on a hole.

Mark the scorecard as follows:

- for the first twelve holes you must record the gross score for the team in "Score" column A for each hole;
- for the last six holes you must record the gross score for each player in the respective "Score" column and the stableford score should also be recorded there;
- for each hole you should record the team's stableford score in the "Points" column.

Both the marker and one of the players from the relevant team must sign the card.
(Example scorecard follows -for a fuller explanation see the description in the folder in the Pro shop)

## Example scorecard for a Reverse Patsomes competition

| COMPETITION |  |  |  |  |  |  | Medal/Stableford/Bogey Stablefor |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| DATE | 01/04/2014 |  |  | TIME | 08:30 |  | H'CAP <br> 20 | STROKES |  | TEES <br> RED | PAR <br> 71 | CR <br> 71.6 | $\begin{gathered} \text { SR } \\ \hline 118 \end{gathered}$ |
| PLAYER A |  | Jake Nicklaus |  | 21.5 | (Yellow) |  |  | TEAM $=26 / 2$ |  |  |  |  |  |
| PLAYER B | Flora Davies |  |  | 5.0 | (Red) |  | 6 | 13 |  | YELLOW | 71 | 68.4 | 121 |
| PLAYER C |  |  |  |  |  |  |  |  |  | WHITE | 71 | 70.9 | 123 |
| PLAYER D |  |  |  |  |  |  |  |  |  |  |  |  |  |
| HOLE | MARKER | WHITE | YELLOW |  | RED | PAR | S.I. | SCORE |  |  |  | POINTS |  |  |
|  |  |  |  | A |  |  |  | B | C | D |  |  |  |  |  |
| 1 | $6 / 1$ | 354 | 326 | 320 | 4 | 4 | 5 |  |  |  |  | 2 |  |
| 2 | $4 / 1$ | 131 | 124 | 110 | 3 | 18 | 3 |  |  |  |  | 2 |  |
| 3 | $5 / 3$ | 452 | 439 | 397 | 5 | 12 | 5 |  |  |  |  | 3 |  |
| 4 | $5 / 2$ | 287 | 241 | 201 | 4 | 14 | 4 |  |  |  |  | 2 |  |
| 5 | $5 / 2$ | 336 | 314 | 302 | 4 | 10 | 5 |  |  |  |  | 2 |  |
| 6 | $6 / 1$ | 392 | 386 | 358 | 4 | 2 | 4 |  |  |  |  | 3 |  |
| 7 | $5 / 2$ | 359 | 333 | 323 | 4 | 6 | - |  |  |  |  | - |  |
| 8 | $3 / 3$ | 162 | 146 | 139 | 3 | 16 | 4 |  |  |  |  | 1 |  |
| 9 | $6 / 1$ | 354 | 339 | 315 | 4 | 8 | 4 |  |  |  |  | 3 |  |
| OUT | 16 | 2827 | 2648 | 2465 | 35 |  |  |  |  |  |  | 18 |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 10 | $5 / 1$ | 165 | 160 | 146 | 3 | 9 | - |  |  |  |  | - |  |
| 11 | $4 / 3$ | 273 | 259 | 232 | 4 | 17 | 4 |  |  |  |  | 2 |  |
| 12 | $4 / 3$ | 299 | 272 | 240 | 4 | 15 | 4 |  |  |  |  | 2 |  |
| 13 | $2 / 4$ | 150 | 118 | 75 | 3 | 11 | $5 / 1$ | $4 / 1$ |  |  |  | 1 |  |
| 14 | $5 / 2$ | 338 | 324 | 298 | 4 | 3 | $4 / 4$ | $5 / 2$ |  |  |  | 4 |  |
| 15 | $7 / 1$ | 524 | 476 | 434 | 5 | 1 | $7 / 2$ | $5 / 3$ |  |  |  | 3 |  |
| 16 | $6 / 1$ | 368 | 353 | 302 | 4 | 13 | - | $5 / 1$ |  |  |  | 1 |  |
| 17 | $5 / 2$ | 414 | 380 | 352 | 4 | 5 | $6 / 1$ | - |  |  |  | 1 |  |
| 18 | $6 / 2$ | 485 | 453 | 407 | 5 | 7 | $6 / 2$ | $6 / 1$ |  |  |  | 2 |  |
| IN | 19 | 3016 | 2795 | 2486 | 36 |  |  |  |  |  |  | 16 |  |
| OUT | 16 | 2827 | 2648 | 2465 | 35 |  |  |  |  |  |  | 18 |  |
| TOTAL | 35 | 5843 | 5443 | 4951 | 71 |  |  |  |  |  |  | 34 |  |
|  |  |  |  | HAND | ICAP |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Marker | Signatu <br> Anita | re Sören | nstam |  | Player | ignat <br> Jak | re <br> e Nick | aus |  | Stablefor | Poin |  |  |

## PLEASE AVOID SLOW PLAY AT ALL TIMES

Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

HALF AND HALF

|  | DESCRIPTION |  |
| :---: | :---: | :---: |
| Format | Team competition, 2 players per team, strokeplay rules |  |
| Scoring | Stableford. |  |
| Holes | PLAYED AS | HANDICAP STROKES RECEIVED |
| 1 to 9 | Greensomes | 50\% of the combined playing handicaps. |
| 10 to 18 | Better Ball | Full playing handicap. |

Each player plays a normal game of stableford. You should pick up if unable to score any stableford points on a hole.
Mark the scorecard as follows:

- for the front nine holes (1 to 9) you must record the gross score for the team in "Score" column A for each hole;
- for the back nine holes (10 to 18) you must record the gross score for each player in the respective "Score" column and the stableford score should also be recorded there;
- for each hole you should record the team's stableford score in the "Points" column.

Both the marker and one of the players from the relevant team must sign the card.
(Example scorecard follows - for a fuller explanation see the description in the folder in the Pro shop)

Example scorecard for a Half and Half competition


PLEASE AVOID SLOW PLAY AT ALL TIMES
Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

## TEXAS SCRAMBLE

|  | DESCRIPTION |  |
| :---: | :---: | :---: |
| Format | Team competition, 2, 3 or 4 players per team, strokeplay rules. |  |
| Scoring | Stableford. |  |
| PLAYERS PER TEAM | HANDICAP STROKES RECEIVED (ROUNDED TO 1 DECIMAL |  |
| PLACE) | DRIVES |  |
| $\mathbf{4}$ | $\mathbf{1 0 \%}$ of the combined playing handicaps e.g. $10 \%$ of $67=6.7$ | $\mathbf{4}$ |
| $\mathbf{3}$ | $\mathbf{1 5 \%}$ of the combined playing handicaps e.g. $15 \%$ of $55=8.3$ | $\mathbf{5}$ |
| $\mathbf{2}$ | $\mathbf{2 0 \%}$ of the combined playing handicaps e.g. $20 \%$ of $31=6.2$ | $\mathbf{7}$ |

All players drive on each tee. The team then decides which of their balls is in the best position for the next shot.

The player whose ball is selected then marks the position of the ball and then plays his/her shot. The other players in the team (in any order) may clean their own ball and then play it from that position:

- On the green or fairway they must place it, not nearer the hole, within 5.5 inches (the width of a scorecard);
- Within the teeing ground they have the option to tee-up the ball;
- Otherwise (e.g. in the rough, in a bunker etc.) they must drop it, not nearer the hole, within one club-length.
This procedure (select 0 mark ${ }^{3}$ each player plays) is repeated until the hole is completed.
Each player must have a certain number of his/her drives selected ( 4 for a team of 4,5 for a team of 3, 7 for a team of 2)
You must record the gross score for the team under the "Points" column for each hole and the player whose tee shot was used must be indicated.

Both the marker and another member of the team must sign the card.
(Example scorecard follows -for a fuller explanation see the description in the folder in the Pro shop)

## Example scorecard for a Texas Scramble competition

| COMPETITION |  |  | Texas Scramble |  |  |  | Medal/Stableford/Bogey Medal |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| DATE | 01/04/2014 |  |  | TIME 08:30 |  |  | H'CAP | STROKES |  | tees | PAR | CR | SR |
| PLAYER | A Jak | e Nick | laus | 21.5 | (Yellow) |  | 20 | TEAM $=60 \times 0.1$ |  | RED | 71 | 71.6 | 118 |
| PLAYER | Flora Davies |  |  | 5.0 | (Red) |  | 6 | 6 |  | YELLOW | 71 | 68.4 | 121 |
| PLAYER | Neil Faldo |  |  | 6.2 | (Yellow) |  | 4 |  |  | WHITE | 71 | 70.9 | 123 |
| PLAYER | Anita Sörenstam |  |  | 28.2 | (Red) |  | 30 |  |  |  |  |  |  |
| HOLE | MARKER | WHITE | YELLOW | RED | PAR | S.I. | SCORE |  |  |  | POINTS |  |  |
|  |  |  |  |  |  |  | A | B | c | D |  |  |  |
| 1 |  | 354 | 326 | 320 | 4 | 4 |  |  | X |  | 4 |  |  |
| 2 |  | 131 | 124 | 110 | 3 | 18 |  | X |  |  | 3 |  |  |
| 3 |  | 452 | 439 | 397 | 5 | 12 |  |  |  | X | 4 |  |  |
| 4 |  | 287 | 241 | 201 | 4 | 14 |  |  |  | X | 5 |  |  |
| 5 |  | 336 | 314 | 302 | 4 | 10 |  | X |  |  | 4 |  |  |
| 6 |  | 392 | 386 | 358 | 4 | 2 | X |  |  |  | 5 |  |  |
| 7 |  | 359 | 333 | 323 | 4 | 6 |  |  | X |  | 3 |  |  |
| 8 |  | 162 | 146 | 139 | 3 | 16 | X |  |  |  | 3 |  |  |
| 9 |  | 354 | 339 | 315 | 4 | 8 |  |  |  | X | 4 |  |  |
| OUT |  | 2827 | 2648 | 2465 | 35 |  |  |  |  |  | 35 |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 10 |  | 165 | 160 | 146 | 3 | 9 |  | X |  |  | 3 |  |  |
| 11 |  | 273 | 259 | 232 | 4 | 17 | X |  |  |  | 3 |  |  |
| 12 |  | 299 | 272 | 240 | 4 | 15 |  |  | X |  | 4 |  |  |
| 13 |  | 150 | 118 | 75 | 3 | 11 |  |  | X |  | 4 |  |  |
| 14 |  | 338 | 324 | 298 | 4 | 3 | X |  |  |  | 5 |  |  |
| 15 |  | 524 | 476 | 434 | 5 | 1 |  | X |  |  | 6 |  |  |
| 16 |  | 368 | 353 | 302 | 4 | 13 |  | X |  |  | 4 |  |  |
| 17 |  | 414 | 380 | 352 | 4 | 5 |  |  |  | X | 5 |  |  |
| 18 |  | 485 | 453 | 407 | 5 | 7 |  |  | X |  | 5 |  |  |
| IN |  | 3016 | 2795 | 2486 | 36 |  |  |  |  |  | 39 |  |  |
| OUT |  | 2827 | 2648 | 2465 | 35 |  |  |  |  |  | 35 |  |  |
| TOTAL |  | 5843 | 5443 | 4951 | 71 |  | 4 | 5 | 5 | 4 | 74 |  |  |
|  |  |  | HANDICAP |  |  |  |  |  |  |  | 6.0 |  |  |
|  |  |  | NET |  |  |  |  |  |  |  | 68.0 |  |  |
| Marker's Signature <br> Anita Sörenstam |  |  |  |  | Player's Signature <br> Jake Nicklaus |  |  |  |  | Stableford Points Net score$68.0$ |  |  |  |

PLEASE AVOID SLOW PLAY AT ALL TIMES
Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

## FLORIDA (STEP ASIDE) SCRAMBLE

|  | DESCRIPTION |  |
| :---: | :---: | :---: |
| Format | Team competition, 2, 3 or 4 players per team, strokeplay rules. |  |
| Scoring | Stableford. |  |
| PLAYERS PER TEAM | HANDICAP STROKES RECEIVED (ROUNDED TO 1 DECIMAL |  |
| PLACE) | DRIVES |  |
| $\mathbf{4}$ | $\mathbf{1 0 \%}$ of the combined playing handicaps e.g. $10 \%$ of $67=6.7$ | $\mathbf{4}$ |
| $\mathbf{3}$ | $\mathbf{1 5 \%}$ of the combined playing handicaps e.g. $15 \%$ of $55=8.3$ | $\mathbf{5}$ |
| $\mathbf{2}$ | $\mathbf{2 0 \%}$ of the combined playing handicaps e.g. $20 \%$ of $31=6.2$ | $\mathbf{7}$ |

This competition is very similar to a Texas Scramble. All players drive on each tee. The team then decides which of their balls is in the best position for the next shot.

The player whose ball is selected then marks the position of the ball and then picks it up. He/she does not play the next shot. The other players in the team (in any order) may clean their own ball and then play it from that position:

- On the green or fairway they must place it, not nearer the hole, within 5.5 inches (the width of a scorecard);
- Within the teeing ground they have the option to tee-up the ball;
- Otherwise (e.g. in the rough, in a bunker etc.) they must drop it, not nearer the hole, within one club-length.
This procedure (select? mark 回 each player plays except the player whose ball is chosen) is repeated until the hole is completed.

Each player must have a certain number of his/her drives selected ( 4 for a team of 4,5 for a team of 3, 7 for a team of 2).

You must record the gross score for the team under the "Points" column for each hole and the player whose tee shot was used must be indicated.

Both the marker and another member of the team must sign the card.
(Example scorecard follows -for a fuller explanation see the description in the folder in the Pro shop)

Example scorecard for a Florida (Step Aside) Scramble competition

| COMPETITION <br> Florida (Step Aside) Scramble |  |  |  |  |  |  | Medal/Stableford/Bogey Meda |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| DATE | 01/04/2014 |  |  | time | 08:30 |  | H'CAP | STROKES |  | tees | PAR | CR | SR |
| PLAYER A | A Jak | e Nick | laus | 21.5 | (Yellow) |  | 20 | TEAM $=60 \times 0.1$ |  | RED | 71 | 71.6 | 118 |
| PLAYER B | B Flora Davies |  |  | 5.0 | (Red) |  | 6 | 6.0 |  | YELLOW | 71 | 68.4 | 121 |
| PLAYER C | c Neil Faldo |  |  | 6.2 | (Yellow) |  | 4 |  |  | WHITE | 71 | 70.9 | 123 |
| PLAYER D | Anita Sörenstam |  |  | 28.2 | (Red) |  | 30 |  |  |  |  |  |  |
| HOLE | MARKER | WHITE | YeLLow | RED | PAR | S.I. | SCORE |  |  |  | POINTS |  |  |
|  |  |  |  |  |  |  | A | B | c | D |  |  |  |
| 1 |  | 354 | 326 | 320 | 4 | 4 |  |  | X |  | 4 |  |  |
| 2 |  | 131 | 124 | 110 | 3 | 18 |  | X |  |  | 3 |  |  |
| 3 |  | 452 | 439 | 397 | 5 | 12 |  |  |  | X | 4 |  |  |
| 4 |  | 287 | 241 | 201 | 4 | 14 |  |  |  | X | 5 |  |  |
| 5 |  | 336 | 314 | 302 | 4 | 10 |  | X |  |  | 4 |  |  |
| 6 |  | 392 | 386 | 358 | 4 | 2 | X |  |  |  | 5 |  |  |
| 7 |  | 359 | 333 | 323 | 4 | 6 |  |  | X |  | 3 |  |  |
| 8 |  | 162 | 146 | 139 | 3 | 16 | X |  |  |  | 3 |  |  |
| 9 |  | 354 | 339 | 315 | 4 | 8 |  |  |  | X | 4 |  |  |
| OUT |  | 2827 | 2648 | 2465 | 35 |  |  |  |  |  | 35 |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 10 |  | 165 | 160 | 146 | 3 | 9 |  | X |  |  | 3 |  |  |
| 11 |  | 273 | 259 | 232 | 4 | 17 | X |  |  |  | 3 |  |  |
| 12 |  | 299 | 272 | 240 | 4 | 15 |  |  | X |  | 4 |  |  |
| 13 |  | 150 | 118 | 75 | 3 | 11 |  |  | X |  | 4 |  |  |
| 14 |  | 338 | 324 | 298 | 4 | 3 | X |  |  |  | 5 |  |  |
| 15 |  | 524 | 476 | 434 | 5 | 1 |  | X |  |  | 6 |  |  |
| 16 |  | 368 | 353 | 302 | 4 | 13 |  | X |  |  | 4 |  |  |
| 17 |  | 414 | 380 | 352 | 4 | 5 |  |  |  | X | 5 |  |  |
| 18 |  | 485 | 453 | 407 | 5 | 7 |  |  | X |  | 5 |  |  |
| IN |  | 3016 | 2795 | 2486 | 36 |  |  |  |  |  | 39 |  |  |
| OUT |  | 2827 | 2648 | 2465 | 35 |  |  |  |  |  | 35 |  |  |
| TOTAL |  | 5843 | 5443 | 4951 | 71 |  | 4 | 5 | 5 | 4 |  | 74 |  |
|  |  |  | HANDICAP |  |  |  |  |  |  |  | 6.0 |  |  |
|  |  |  | NET |  |  |  |  |  |  |  | 68.0 |  |  |
| Marker's Signature <br> Anita Sörenstam |  |  |  |  | Player's Signature <br> Jake Nicklaus |  |  |  |  | Stableford-Points Net score$68.0$ |  |  |  |

## PLEASE AVOID SLOW PLAY AT ALL TIMES

Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

## MOTHERBALL

|  | DESCRIPTION |
| :---: | :---: |
| Format | Team competition, 3 or 4 players per team, strokeplay rules. |
| Scoring | Stableford. |
| Handicap Strokes Received | Full playing handicap. |

Prior to playing, the team is given a "motherball", which then becomes OPERATIVE and the team decides the strict order in which the motherball will rotate between the players. Mark this order on the scorecard as $A, B, C, D$ (or $A, B, C$ if there are only three players).
Keeping to the strict rotation order, each player takes it in turn to play a hole with the operative motherball. The player whose turn it is to play it must play it.
You should pick up if you are unable to score any stableford points on a hole.
A motherball becomes INOPERATIVE as soon as: it is lost; or it comes to rest out-of-bounds (even if it is possible physically to retrieve it); or it comes to rest in the water hazard between the $9^{\text {th }}$ and $16^{\text {th }}$ fairways, or in the water hazard surrounding the $13^{\text {th }}$ green (even if it is possible physically to retrieve it).
You must indicate on the scorecard the hole on which the motherball became inoperative.
You must record the gross score for each player on each hole in the relevant "Score" column ( $A, B, C, D$ ) and the stableford score should also be recorded there.

Calculate the team points scored on a hole (to be recorded in the "Points" column) in the following way:

- If the motherball is operative - double the motherball player's stableford score and add to this the highest stableford score of the remaining players;
- If the motherball is inoperative - add the stableford score of the player whose turn it would have been to play the motherball on that hole to the highest stableford score of the remaining players.
N.B. the score of the player whose turn it is (or would have been) to play the motherball always counts even if two other players in the team have better scores and even if that player scores no points.
Both the marker and another member of the team must sign the card.
(Example scorecard follows -for a fuller explanation see the description in the folder in the Pro shop)


## Example scorecard for a Motherball competition



## PLEASE AVOID SLOW PLAY AT ALL TIMES

Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

## YELLOW, WHITE, RED

|  | DESCRIPTION |
| :---: | :---: |
| Format | Individual competition, strokeplay rules. |
| Scoring | Stableford. |
| Handicap Strokes Received | Full playing handicap <br> - for Ladies this is taken from the RED tees; <br> for Men this is taken from the YELLOW tees. |

This is a normal stableford competition except that you rotate in strict order the tees from which you play.

| TEE TO USE | HOLES |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| YELLOW | $\mathbf{1}$ | $\mathbf{4}$ | $\mathbf{7}$ | $\mathbf{1 0}$ | $\mathbf{1 3}$ | $\mathbf{1 6}$ |
| WHITE | $\mathbf{2}$ | $\mathbf{5}$ | $\mathbf{8}$ | $\mathbf{1 1}$ | $\mathbf{1 4}$ | $\mathbf{1 7}$ |
| RED | $\mathbf{3}$ | 6 | $\mathbf{9}$ | $\mathbf{1 2}$ | $\mathbf{1 5}$ | $\mathbf{1 8}$ |

You should pick up if unable to score any stableford points on a hole.
You must record the gross score on each hole in "Score" column A and should record the stableford score in the "Points" column.

Both the marker and the player must sign the card.
(Example scorecard follows - for a fuller explanation see the description in the folder in the Pro shop)

Example scorecard for a Yellow, White, Red competition


PLEASE AVOID SLOW PLAY AT ALL TIMES
Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

## WALTZ

|  | DESCRIPTION |
| :---: | :---: |
| Format | Team competition, strokeplay rules. |
| Scoring | Stableford. |
| Handicap Strokes Received | $90 \%$ playing handicap |

Teams comprise 3 or 4 players. Each player in the team plays a normal stableford competition.
The team score is obtained by taking the best individual stableford score on the $1^{\text {st }}$ hole, the sum of the two best individual stableford scores on the $2^{\text {nd }}$ hole and the sum of the three best individual stableford scores on the $3^{\text {rd }}$ hole.
This system is repeated for the remainder of the round, hence the name "waltz" (1-2-3, 1-2-3, 1-2-3, $\ldots .$.$) .$

| INDIVIDUAL SCORES TO COUNT | HOLES |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| One | $\mathbf{1}$ | $\mathbf{4}$ | $\mathbf{7}$ | $\mathbf{1 0}$ | $\mathbf{1 3}$ | $\mathbf{1 6}$ |
| Two | $\mathbf{2}$ | $\mathbf{5}$ | $\mathbf{8}$ | $\mathbf{1 1}$ | $\mathbf{1 4}$ | $\mathbf{1 7}$ |
| Three | $\mathbf{3}$ | $\mathbf{6}$ | $\mathbf{9}$ | $\mathbf{1 2}$ | $\mathbf{1 5}$ | $\mathbf{1 8}$ |

You should pick up if unable to score any stableford points on a hole.
You must record the gross score on each hole in the "Score" columns (A, B, C, D) and should record the stableford score in the "Points" column.
Both the marker and one of the players from the team must sign the card.
(Example scorecard follows -for a fuller explanation see the description in the folder in the Pro shop)

Example scorecard for a Waltz competition


PLEASE AVOID SLOW PLAY AT ALL TIMES
Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

## FLAG

|  | DESCRIPTION |
| :---: | :---: |
| Format | Individual competition, strokeplay rules. |
| Scoring | Strokeplay (medal). |
| Handicap Strokes Received | Full playing handicap |

This is a normal strokeplay competition, like a "medal", however each player carries with them a flag mounted on a stick. When the player has taken the number of strokes equal to the par of the course (71 at Minthis Hills) plus his/her handicap they will have finished the round and must plant the flag in the position described in the table below.

| Final Ball Position | Where to Plant the Flag |
| :---: | :---: |
| On the fairway,tee or green | The spot at which the ball lies |
| In the hole | On the green, as close as possible behind the hole without damaging it. |
| In the rough or a bunker | On the fairway, tee or green at the nearest point (not nearer the hole) to where the ball lies |
| In a water (or lateral water) hazard | On the fairway, tee or green at the nearest point (not nearer the hole) to where the ball last crossed the margin of the hazard |
| Lost or out of bounds | On the fairway or tee at the point from which the ball was last played. If the ball was not played from the fairway or tee (e.g. rough), see above. |

You must record the gross score on each hole in "Score" column A.
You should indicate on the scorecard the hole on which you planted your flag.
If you hole out on the $18^{\text {th }}$ hole and still have a number of shots remaining (unused), you should record this number in the "Stableford Points" cell at the far lower right of the scorecard.
Once you have planted your flag play the remaining holes, but the scores on these holes do not count.
Both the marker and the player must sign the card.
The winner is the player who carries his/her flag the longest distance from the $1^{\text {st }}$ tee, or, if they finish with shots unused, the one with the most shots left.
(Example scorecard follows - for a fuller explanation see the description in the folder in the Pro shop)

Example scorecard for a Flag competition


PLEASE AVOID SLOW PLAY AT ALL TIMES
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| AM-AM |  |
| :---: | :---: |
|  | DESCRIPTION |
| Format | Team competition, 3 or 4 players per team, strokeplay rules. |
| Scoring | Stableford. |
| Handicap Strokes Received | Full playing handicap. |

Each player plays a normal game of stableford. You should pick up if unable to score any stableford points on a hole.
The team points scored on a hole are calculated in the following way:

| TYPE OF HOLE | FOR TEAMS OF 3 | For teams of 4 |
| :---: | :---: | :---: |
| On non-Par-3 holes | Sum of the $\mathbf{2}$ best stableford scores | Sum of the $\mathbf{3}$ best stableford scores |
| On Par-3 holes | Sum of all 3 stableford scores | Sum of all 4 stableford scores |

You must record the gross score for each player on each hole in the relevant "Score" column ( $A, B, C, D$ ) and the stableford score should also be recorded there. The team score should be recorded in the "Points" column.
Both the marker and one other team member must sign the card.
(Example scorecard follows - for a fuller explanation see the description in the folder in the Pro shop)

Example scorecard for an Am-Am competition


PLEASE AVOID SLOW PLAY AT ALL TIMES
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## SHAMBLES

|  | DESCRIPTION |
| :---: | :---: |
| Format | Team competition, 2 players per team, strokeplay rules. |
| Scoring | Stableford. |
| Handicap Strokes Received | $90 \%$ of playing handicap. |

Both players drive on each tee. The team then decides which of their two balls is in the best position for the next shot, with the proviso that each player must have 8 of his/her drives chosen. The player whose ball is selected then marks the position of the ball and plays his/her shot.
The other player in the team may clean his/her own ball and then he/she plays it from that position:

- On the green or fairway they must place it, not nearer the hole, within 5.5 inches (the width of a scorecard);
- Within the teeing ground they have the option to tee-up the ball;
- Otherwise (e.g. in the rough, in a bunker etc.) they must drop it, not nearer the hole, within one clublength.
After this second shot has been played, the two players play their own ball for the rest of the hole, just as if they were playing a normal Better Ball stableford competition.
Basically on a hole a Shambles is like a Texas Scramble for the $\mathbf{2}^{\text {nd }}$ shot and Better Ball for all others.
You should pick up if unable to score any stableford points on a hole.
You must record the gross score for each player under the relevant score column ( $A, B$ ) for each hole and the stableford score should also be recorded there. Record the better of the two stableford scores on a hole as the team points scored. For each hole indicate whose drive was chosen.

Both the marker and one of the players from the relevant team must sign the card.
(Example scorecard follows -for a fuller explanation see the description in the folder in the Pro shop)

## Example scorecard for a Shambles competition



PLEASE AVOID SLOW PLAY AT ALL TIMES
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## JACK, QUEEN, KING, ACE

|  | DESCRIPTION |
| :---: | :---: |
| Format | Individual competition, strokeplay rules. |
| Scoring | Stableford. |
| Handicap Strokes Received | Full playing handicap. |

This is a normal stableford competition, however you have four "wildcards" that you may play on any hole on the course.
You may play only one wildcard on a hole and once a wildcard has been played it cannot be played again. The points value of the wildcards are:

| WildCard | Jack | Queen | King | Ace |
| :---: | :---: | :---: | :---: | :---: |
| Value | 1 | 2 | 3 | 4 |

Before teeing off on a hole you may declare that you are playing a specific wildcard on that hole. Provided that you score at least one stableford point on that hole, you add the value of the wildcard you nominated. If you do not score any stableford points on that hole then you score zero and the wildcard is wasted.
You should pick up if unable to score any stableford points on a hole.
You must indicate wildcards on the scorecard for the holes on which they were played.
You must record the gross score on each hole in "Score" column A. Record the stableford score (including the wildcard points if any) in the "Points" column.
Both the marker and the player must sign the card.
(Example scorecard follows - for a fuller explanation see the description in the folder in the Pro shop)

Example scorecard for a Jack, Queen, King, Ace competition


PLEASE AVOID SLOW PLAY AT ALL TIMES
Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

## QUEEN, KING, ACE MULTIPLIER

|  | DESCRIPTION |
| :---: | :---: |
| Format | Individual competition, strokeplay rules. |
| Scoring | Stableford. |
| Handicap Strokes Received | Full playing handicap. |

This is a normal stableford competition, however you have four "wildcards" that you may play on any hole on the course.
You may play only one wildcard on a hole and once a wildcard has been played it cannot be played again. The multiplictive value of the wildcards are:

| WILDCARD | Queen | King | Ace |
| :---: | :---: | :---: | :---: |
| Value | 2 | 3 | 4 |

Before teeing off on a hole you may declare that you are playing a specific wildcard on that hole. You multiply the stableford points scored by the value of the wildcard you nominated. If you do not score any stableford points on that hole then you score zero and the wildcard is wasted.
You should pick up if unable to score any stableford points on a hole.
You must indicate wildcards on the scorecard for the holes on which they were played.
You must record the gross score on each hole in "Score" column A. Record the stableford score (including the wildcard points if any) in the "Points" column.
Both the marker and the player must sign the card.
(Example scorecard follows - for a fuller explanation see the description in the folder in the Pro shop)

## Example scorecard for a Queen, King, Ace Multiplier competition



PLEASE AVOID SLOW PLAY AT ALL TIMES
Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.


[^0]:    Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

