

## STUDLEY WOOD SENIORS SECTION – Team Formats

Type	Format	*Playing Handicap	Scoring	Comments/Examples
<b>Three / Four Ball Competitions</b>				
<b>Alliance</b>	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	95% of Course Handicap for the Silver tee	The <b>best two stableford scores</b> per team will count on each hole.	When a mixture of 3 and 4 ball teams play: 6 points will be added to the 3-ball score.
<b>Alliance - B, S, G</b>	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	95% of Course Handicap for the Silver tee	The <b>best two stableford scores</b> per team will count on each hole.  Hole 1 - played off the Bronze tees Hole 2 - played off the Silver tees Hole 3 - played off the Gold tees For holes 4 to 18 the tee sequence is repeated.	When a mixture of 3 and 4 ball teams play: 6 points will be added to the 3-ball score.  May be played off Silver/Cobalt/Bronze tees in Winter
<b>Alliance - G, S, B</b>	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	95% of Course Handicap for the Silver tee	The <b>best two stableford scores</b> per team will count on each hole.  Hole 1 - played off the Gold tees Hole 2 - played off the Silver tees Hole 3 - played off the Bronze tees For holes 4 to 18 the tee sequence is repeated	When a mixture of 3 and 4 ball teams play: 6 points will be added to the 3-ball score.  May be played off Silver/Cobalt/Bronze tees in Winter
<b>Bonus Ball</b>	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	95% of Course Handicap for the Silver tee	The <b>best two stableford scores</b> per team will count on each hole - with the points scored by the player with the bonus ball being doubled.	On each hole one player is deemed to have a bonus ball - which rotates to each player on a hole-by-hole basis (determined prior to the start of the round) until the 18 holes are completed.  When a mixture of 3 and 4 ball teams play: 6 points will be added to the 3-ball score.
<b>Texas Scramble</b>	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	The Team Playing Handicaps are:  <b>4 Ball Team:</b> 10% of the aggregate of the 4 team	<b>The net team score</b> counts. i.e., team gross score, less the team playing handicap.	Example:  4 ball team course handicaps – 11, 19, 27 and 42. Team playing handicap is $99 \times 10\% = 9.9$

Note - \*Seniors' competitions are played off the Silver tees, unless otherwise advised

28/02/2025

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	<p>All players tee off and a drive is chosen from where to play the second shot. All players play their second shot from that position, and choose which shot to use from where to play their third shot - repeating the process until the ball is holed out.</p> <p>Each player takes a minimum of 4 drives for a 4 ball team; 5 drives for a three ball team</p>	<p>members Course Handicaps</p> <p><b>3 Ball Team:</b> 20% of the aggregate of the 4 team members Course Handicaps</p>		3 ball team course handicaps – 14 – 21 and 35. Team playing handicap is 70 x 10% - 14.0.
<b>Florida Scramble</b>	A variant of Texas Scramble – same rules as above except that the person who played the selected shot cannot hit the next shot.			
<b>Waltz</b>	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	95% of Course Handicap for the Silver tee	<p>Hole 1 – the <b>best stableford score</b> counts</p> <p>Hole 2 – the <b>best two stableford scores</b> count</p> <p>Hole 3 – the <b>best three stableford scores</b> count</p> <p>For holes 4 to 18 the tee and scoring sequence is repeated</p>	When a mixture of 3 and 4 ball teams play: 7 points will be added to the 3 ball score.
<b>Waltz - B, S, G</b>	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	95% of the Course Handicap for the Silver tee	<p>Hole 1 - played off the Bronze tees and the <b>best stableford score</b> counts</p> <p>Hole 2 - played off the Silver tees and the <b>best two stableford scores</b> count</p> <p>Hole 3 - played off the Gold tees and the <b>best three stableford scores</b> count</p> <p>For holes 4 to 18 the tee and scoring sequence is repeated</p>	<p>When a mixture of 3 and 4 ball teams play: 7 points will be added to the 3 ball score.</p> <p>May be played off Silver/Cobalt/Bronze tees in Winter</p>

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<b>Waltz - G, S, B</b>	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	95% of the Course Handicap for the Silver tee	Hole 1 - played off the Gold tees and the <b>best stableford score</b> counts Hole 2 - played off the Silver tees and the <b>best two stableford scores</b> count Hole 3 - played off the Bronze tees and the <b>best three stableford scores</b> count	When a mixture of 3 and 4 ball teams play: 7 points will be added to the 3 ball score.  May be played off Silver/Cobalt/Bronze tees in Winter																									
<b>Ted Rogers</b>	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	95% of the Course Handicap for the Silver tee	Hole 1 – the <b>best three stableford score</b> count Hole 2 – the <b>best two stableford scores</b> count Hole 3 – the <b>best stableford score</b> counts	When a mixture of 3 and 4 ball teams play: 7 points will be added to the 3 ball score.																									
<b>Pairs competitions</b>																													
<b>Pairs Better Ball – Matchplay</b>	Played as teams of two on a hole-by-hole basis.	90% of the Course Handicap for the Silver tee.	The <b>best stableford score</b> amongst the teams i.e., the better ball, will win the hole. If scores for a hole are equal then the hole is halved.  A match is won when one team has won more holes than there are holes left to play. If both teams have won the same number of holes the match is deemed 'all square'. Extra holes may need to be played in order to determine a winner.	Players receive strokes based on the difference between their Playing Handicap and that of the lowest Playing Handicap player (who plays off zero strokes). Example: <table border="1"> <thead> <tr> <th>Player</th> <th>Course Handicap</th> <th>%</th> <th>Playing Handicap [rounded to whole number]</th> <th>Strokes received</th> </tr> </thead> <tbody> <tr> <td>Harry</td> <td>15</td> <td>90</td> <td>14 (13.5)</td> <td><b>0</b></td> </tr> <tr> <td>Jamie</td> <td>29</td> <td>90</td> <td>26 (26.1)</td> <td><b>12</b></td> </tr> <tr> <td>Peter</td> <td>17</td> <td>90</td> <td>15 (15.3)</td> <td><b>1</b></td> </tr> <tr> <td>Paul</td> <td>34</td> <td>90</td> <td>31 (30.6)</td> <td><b>17</b></td> </tr> </tbody> </table>	Player	Course Handicap	%	Playing Handicap [rounded to whole number]	Strokes received	Harry	15	90	14 (13.5)	<b>0</b>	Jamie	29	90	26 (26.1)	<b>12</b>	Peter	17	90	15 (15.3)	<b>1</b>	Paul	34	90	31 (30.6)	<b>17</b>
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Jamie	29	90	26 (26.1)	<b>12</b>																									
Peter	17	90	15 (15.3)	<b>1</b>																									
Paul	34	90	31 (30.6)	<b>17</b>																									
<b>Pairs Aggregate</b>	Played in teams of two.	85% of the Course Handicap for the Silver tee.	On each hole the individual stableford scores for the two-player team are added to get the team score.	For example; Player 1 gets 3 points and player B gets 2 points, so the team score is 3 + 2 = 5 points																									

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<b>Multiplier Stableford</b>	Played in teams of two	85% of the Course Handicap for the Silver tee.	On each hole the individual stableford scores for the two player team are multiplied to get the team score.	For example; Player 1 gets 3 points and player B gets 2 points. So, the team score is $3 \times 2 = 6$ points.  If a player scores 0 on a hole the team score will be 0. (anything times zero = zero)  The team with the highest overall score wins																
<b>Greensomes</b>	Played in teams of two. Both players tee off and decide which of the two balls to use for the remainder of the hole. If Player A's ball is selected then Player B must play the next shot with that ball. Player A then plays the next shot with that ball and players alternate until the ball is holed.	The Team Playing Handicap is 60% of the lower Course Handicap for the appropriate tee plus 40% of the higher Course Handicap for the Silver tee	The <b>team stableford score</b> will count on each hole.	Penalty shots and taking 'relief' do not affect the order of play.  Example <table border="1"> <thead> <tr> <th>Player</th> <th>Course Handicap</th> <th>%</th> <th>Playing Handicap contribution [rounded to one decimal place]</th> </tr> </thead> <tbody> <tr> <td>Joe</td> <td>11</td> <td>60</td> <td>6.6</td> </tr> <tr> <td>Jim</td> <td>28</td> <td>40</td> <td>11.2</td> </tr> <tr> <td colspan="3">Team Playing Handicap [rounded to whole number]</td> <td><b>18 (17.8)</b></td> </tr> </tbody> </table>	Player	Course Handicap	%	Playing Handicap contribution [rounded to one decimal place]	Joe	11	60	6.6	Jim	28	40	11.2	Team Playing Handicap [rounded to whole number]			<b>18 (17.8)</b>
Player	Course Handicap	%	Playing Handicap contribution [rounded to one decimal place]																	
Joe	11	60	6.6																	
Jim	28	40	11.2																	
Team Playing Handicap [rounded to whole number]			<b>18 (17.8)</b>																	
<b>Pairs Better Ball – Stableford</b>	Played as teams of two.	85% of the Course Handicap for the Silver tee	The <b>best stableford score</b> amongst the team i.e., the better ball, will count on each hole.																	
<b>Pairs Par/Bogey</b>	Played as teams of two, the players play against par on a hole-by-hole basis	90% of Course Handicap for the Silver tee	The <b>best team net score against par</b> counts on each hole and recorded as follows:  +1: net birdie or better 0: net par and -1: net bogey or worse	The team with the best + score, or least – score wins.																

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<b>Pairs Scramble</b>	<p>Played as teams of two.</p> <p>Both players tee off and a drive is chosen from where to play the second shot. Both players play their second shot from that position, and choose which shot to use from where to play their third shot - repeating the process until the ball is holed out.</p> <p>Each player takes a minimum of 6 drives.</p>	The Team Playing Handicap is 35% of the lower Course Handicap for the appropriate tee plus 15% of the higher Course Handicap for the Silver tee	The <b>team stableford score</b> will count on each hole.	<p>Example</p> <table border="1"> <thead> <tr> <th>Player</th> <th>Course Handicap</th> <th>%</th> <th>Playing Handicap contribution [rounded to one decimal place]</th> </tr> </thead> <tbody> <tr> <td>Joe</td> <td>11</td> <td>35</td> <td>3.9</td> </tr> <tr> <td>Jim</td> <td>28</td> <td>15</td> <td>4.2</td> </tr> <tr> <td colspan="3">Team Playing Handicap [rounded to whole number]</td> <td>8 (8.1)</td> </tr> </tbody> </table>	Player	Course Handicap	%	Playing Handicap contribution [rounded to one decimal place]	Joe	11	35	3.9	Jim	28	15	4.2	Team Playing Handicap [rounded to whole number]			8 (8.1)
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Joe	11	35	3.9																	
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Team Playing Handicap [rounded to whole number]			8 (8.1)																	
<b>Gruesomes</b>	<p>Played in teams of two</p> <p>Both players tee off and the opponents decide which one of the two drives is selected to use for the remainder of the hole.</p>	The Team Playing Handicap is 60% of the lower Course Handicap for the appropriate tee plus 40% of the higher Course Handicap for the Silver tee	The <b>team stableford score will count on each hole.</b>	<p>Penalty shots and taking 'relief' do not affect the order of play.</p> <p>Example</p> <table border="1"> <thead> <tr> <th>Player</th> <th>Course Handicap</th> <th>%</th> <th>Playing Handicap contribution [rounded to one decimal place]</th> </tr> </thead> <tbody> <tr> <td>Joe</td> <td>11</td> <td>60</td> <td>6.6</td> </tr> <tr> <td>Jim</td> <td>28</td> <td>40</td> <td>11.2</td> </tr> <tr> <td colspan="3">Team Playing Handicap [rounded to whole number]</td> <td><b>18</b> (17.8)</td> </tr> </tbody> </table>	Player	Course Handicap	%	Playing Handicap contribution [rounded to one decimal place]	Joe	11	60	6.6	Jim	28	40	11.2	Team Playing Handicap [rounded to whole number]			<b>18</b> (17.8)
Player	Course Handicap	%	Playing Handicap contribution [rounded to one decimal place]																	
Joe	11	60	6.6																	
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Team Playing Handicap [rounded to whole number]			<b>18</b> (17.8)																	
<b>Singles Competitions</b>																				
<b>Twist</b>	<p>Played as individuals</p> <p>The front nine is played as a medal,</p>	95% of Course Handicap	On the front nine the nett medal score (using the appropriate Stroke Indices) is recorded. On the back 9 the Stableford score is recorded.	For a player with a nett score of 38 on the front nine and a stableford score of 18 points on the back nine has a total score of 38-18 = 20 points																

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	The back nine is played as a Stableford		The Stableford score on the back 9 is deducted from the nett medal score on the front 9.  The player with the lowest score wins.	

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