

CLUB COMPETITIONS

Introduction

The following is a guide to the main types of competition events conducted by the club. They are in shown in two sections. The first covers the basic type of competition rules and are the most common in the club. The second part lists other competitions that are based on, or variations to, the big three. In all cases the comments are brief but hopefully will provide sufficient information. If it is still not clear ask anyone on the committee or any senior member of the club.

Handicaps and Score Card

A player's full stroke handicap is used. Where a player's handicap is over 18, two strokes will be given at some holes. These will be taken in the same order as the original handicap and as shown in the Index on the card. This applies to most competitions we play. An exception is for Match Play when a separate Match Play Index (if shown) is used.

The Big Three

Stroke

This is the simplest form of competition. The strokes at each hole are entered on the score card, totaled up and full handicap deducted. The competitor who completes the round in the fewest net number of strokes shall be the winner.

Stableford

This system of scoring by "points" was introduced by Dr Stableford of the Royal Liverpool Club in 1931 and has become very popular. Full stroke handicaps are used. The score at each hole is entered on the card and, after deducting the handicap stroke/strokes allowed for the hole, points are awarded for net scores as follows:

1 stroke over par	= 1 point
Equal to par	= 2 points
1 stroke under par	= 3 points
. . . . and so on.	

Examples:

- A player receiving a stroke at a par 4 hole scores a 4, giving him a net 3 (one under par) and he earns 3 points.
- A player at a par 3 hole scores a 4, he is not in receipt of a stroke and earns 1 point for being 1 over par.

It is an unwritten law that when a player cannot score a point on a hole (i.e. his net score for the hole will be 2 or more strokes over par), the ball should be picked up. This helps to speed up the game.

Par

In 'par' play, the object is to play to par or better on each hole. Full stroke handicaps are used. The score at each hole is entered on the score card and any handicap stroke(s) deducted. If the net score is equal to par (the score is a "half"), the card is marked with a "O" in the appropriate result column. A net score less than par is a win and marked with a "plus" (+) sign while a net score greater than par is a loss and marked with a "minus" (-) sign. At the end of the round, the "pluses" and "minuses" are added up and the net result written "UP", "DOWN" or "ALL SQUARE".

Where a player knows he is "beaten" by par before completing a hole, no stroke score need be recorded and the ball should be picked up to help speed up the game. Only a "minus" (-) need be recorded for the hole.

As an example of 'par' play: A player receives 10 handicap strokes against par. He will take them at the holes against which the numbers 1 to 10 appear in the Index column on the card. If the player takes 4 strokes at a par 4 hole and is not in receipt of a handicap stroke, the score will be a "half" and marked with an "O" in the appropriate result column. If in receipt of a handicap stroke, the score will be a net 3, which is a win, and marked with a "plus" (+) sign. If, over 18 holes, the player has 5 wins, 11 halves and 2 losses, his net result is +3 (or 3 up).

Variations on the Theme

Par Bisque

As in "par" but handicap strokes may be taken as a player decides, up to the maximum of his handicap. The decision about the number of handicap strokes to take and the resultant score is made at the end of each hole and before play on the next hole is commenced.

Canadian Foursomes

- Played in teams of two (i.e. pairs);
- The team handicap used is the average of both players' handicaps;
- It's a stroke competition;
- Both players tee off and the best drive is selected;
- The hole is then completed with partners taking alternate shots starting with the partner playing the second shot. That is, starting with the player whose drive was not selected.

Modified Stableford

Scoring:

- Albatross (or better!) **8 points**;
- Eagle **5**;
- Birdie **2**;
- Par **0**;
- Bogey **-1**;
- Double bogey or worse **-3**

Russian Stableford

This is a pairs event. The two Stableford scores are multiplied together to create a team score on a hole by hole basis. For example, if one of the partners scores 2 and the other wipes the hole the result is 0 or a wipe for the pairing.

Ambrose Pairs

Two players work as a team. Each player hits off the tee, the best shot is selected and the other player picks up his ball and places it, within one hand span, alongside the best ball. Each player then hits a second shot from the same spot. The best shot is again selected. This continues until the ball is in the hole. On the putting green the best ball is marked and the other ball is played from this position. One score is thus recorded on each hole being the sum of the best shots used throughout the hole. A minimum number of drives per player must be used during the round – generally three.

The team handicap is calculated by combining the handicaps of the 2 players and dividing by 4. This is then subtracted from the Gross Score of the team to arrive at the Net Score.

Four Ball Better Ball Stableford

Players play in pairs. It's a type of Stableford event and at the end of each hole each player works out their own individual Stableford points. The score recorded is the best Stableford score for each pair. These scores are added on the card to determine the team score.

How to Complete Scorecard for 4BBB Stableford

Player Ovel (8) Scoble (21)							Handicap		
Partner Stewart (17) Hammond (14)							Handicap		
	Men			Player			Marker		
				C	S	+	St	L	+ 0
<i>Hole</i>	<i>Metres</i>	<i>Par</i>	<i>Index</i>	<i>Player</i>	<i>Partner</i>	<i>0 -</i>	<i>Player</i>	<i>Partner</i>	<i>-</i>
1		5	10	4		3	5		3
2		4	12		5	2		3	4
3		4	4	4		3	5		2
4		5	18		5	3		4	3
5		3	14		2	4	3		3
6		4	8		5	2		5	2
7		4	2	4		3	4		3
8		4	16		3	4	3		4
9		3	6	3		3		3	3
		36				27			27
Player's Signature (1 signature sufficient)							Date: 12/06/05		
Marker's Signature (- ditto -)									

Notes:

- One column for each player**
- Record only one score on each hole**
- Countbacks decided as per individual competitions**
- Scores do not count towards Eclectic**

Golden Putter

Until 2017 this event was played over two days, the player with the fewest number of putts over the two days declared the winner.

In 2017, the format changed to recording the number of putts on each of the Stroke rounds (*excluding* the Club Championship rounds) played during the season. The Golden Putter winner is decided by counting the putts over a player's **best 5 rounds**, the player with the fewest number of putts declared the winner.

Only putts on the green are counted. In the event of a tie a sudden death putt-off is held on the Collier Park practice green supervised by the club captain. A hole is selected and a winner is decided by the fewest putts. If this is tied another hole is selected and so on until a winner is decided.

Three Club Event

This is a competition where 3 clubs only may be used. The player must decide which clubs to use before the event and they are the only ones allowed to be carried.

Match Play

Because these matches are played in conjunction with normal events stroke rules apply.

The draw is conducted as shown in section 12, appendix 1 of the Rules of Golf. This means that all players must be ranked. The following is a brief guide to ranking:

- All financial members are ranked from 1 to the highest number using consistency results as the main guide.
- If there are some with the same consistency than the handicapper splits them subjectively based on any information he has including past performance
- The same for those that have played few games in the current year
- The draw is conducted before the Summer Cup so results of the Summer Cup are not considered
- All ranked players are put into the table as shown for the previous year's draw. This is based on the official AGU based draw system for 32 players.
- The table is designed so that the top players are placed evenly throughout the table
- It's normally based on a maximum field of 32 so that the rounds work down from 32 to 16, 8, 4, 2, 1. See appendix 1 if a smaller or larger draw is needed.
- It's in the first round that there are byes and the highest ranked players get the advantage of a bye