

## COMPETITIONS AND FUN GAMES

### Stableford

In Stableford scoring you are looking for a high score at the end of each round. Points are awarded depending on how many strokes over or under par you are on each hole and there's a ceiling on how low your score can be on any hole. Points are based on individuals' handicaps and the number of strokes taken compared to par for each hole. For someone with a handicap of 36 they will score 4 points for par, 3 for 1 over, 2 for 2 over and 1 for 3 over par. If they score a birdie, 1 under par, they would score 5 points. Adjustments are made depending on a player's handicap so players with higher handicaps will benefit from added scores on more holes than players with lower handicaps.

### Foursomes

Golfers compete in teams of two using one ball and taking alternate shots until the hole is completed. Team members also take turns teeing off at each hole, i.e. one on even numbered holes, the other on odd numbered holes.

Foursomes can be played as match play with each hole being won by the team that completes it in the fewest shots.

**Greensomes** follow the same format as foursomes except that both players tee off at every hole. The better ball is chosen and alternate strokes are then played to complete the hole.

**Bloodsomes (also known as Gruesomes)** follows the same format as foursomes but after the pairs have taken their tee shots the opponents decide which ball is to be played.

**Four Ball Better Ball** matches consist of two teams of two playing directly against each other. Each golfer plays her own ball throughout the round. The player with the lowest handicap plays off scratch. The three remaining players play off a handicap which is  $\frac{3}{4}$  of the difference between their full handicaps and the lowest handicap. It can also be played using full handicaps.

In match play each hole is won by the team whose member has the lowest score on that hole and that team wins a point. If the hole is tied the score is halved between the teams.

In stroke play the scores are added together using the lowest score on each hole.

### Bowmaker

A team game usually played in threes as stableford but it can be stroke play using full handicaps. Members of each team play their own balls throughout.

In stableford the two highest scores on each hole are added together and the team with the highest net score wins.

In strokeplay the two lowest scores are added together and the team with the lowest score wins.

### Texas Scramble

A team stroke play competition. All players tee off at each hole and one tee shot is selected. All the other team players then play their second shot from that spot. The better of the second shots is determined and all players play their third shot from that spot and so on until the ball is holed.

The person whose shot is selected marks the ball's position and then plays the ball as it lies. Other players will play their shots from no more than 6 inches from the marker, no nearer the pin.

Teams of three players: Each player must use at least 4 drives

Teams of four players: Each player must use at least 3 drives.

The team handicap is calculated by adding their normal handicaps together and dividing the total by 10. This number is then deducted from the team's gross score.

NB – if a team, or teams, is short of one player, an additional 30 should be added to the total of the players' handicaps before dividing the total by 10.

### **Yellow Peril**

A game for teams of 3, played as a Stableford with each player playing off their full handicap.

At the start of the game each team is given a yellow ball, the 'yellow peril', and the player with that ball at each hole scores double points. Each player takes it in turn to play a hole with the yellow ball in rotation so you might have it on holes 1, 4, 7 etc. On each hole the points score is taken from two players only, the one with the yellow ball (counting double) and the best of the other two as scored. If the yellow ball is lost the game continues as before but no double points can be scored.

### **Waltz**

A game for teams of 3, played as a Stableford with each player playing off her WHS playing handicap (95% of course handicap).

On hole 1 the best individual score is counted, on hole 2 the best two and on hole 3 all three scores count. This sequence continues for the whole round.

### **Reverse Waltz**

Like Waltz but at hole 1 the best three scores count, at hole 2 the best two and at hole 3 the best.

### **Three Clubs and a Putter**

Usually a Stableford competition. As the name suggests, players may only carry 3 clubs and a putter with them on their round.

### **Blind Partners**

Usually a stableford competition. Each player plays their normal round and at the end there is a secret draw as a result of which all the players are paired together in twos. The scores are added together and the pair with the most points at the end wins the game.

### **Throwout**

This is a stroke play competition. Each player decides at the end of the game which three holes they will 'Throwout' of their final score. The strokes for those three holes are then deducted from the final net score.

### **Blind Throwout**

This is a stableford competition where the organiser draws three holes where the players' score is cancelled and advises each player of those holes at the end of the game. The points for those holes are then deducted from each players' score and the player with the highest stableford score wins.

### **Wolf**

Each hole is worth a total of 6 points and teams consist of 3 players, A, B and C. Each player takes it in turn to act as Wolf i.e. at hole 1 A is wolf, at hole 2 B is wolf and at hole 3 it's C. All players tee off after Wolf who is always first. The other two players then take their tee shots following which Wolf decides whether she wants to play the hole on her own or choose one of the other two players to be her partner on that hole.

After taking their tee shots the two players playing together play with only one ball, taking alternate shots.

Scoring:

Each hole is worth 6 points.

A is Wolf and decides to play alone. She wins the hole and scores 6 points. B and C score no points.

B is Wolf and decides to play with A. They win the hole scoring 3 points each. C scores nothing.

C is Wolf and decides to play with B. They lose the hole and score nothing. A wins and scores 6 points

If the hole is drawn each player scores 2 points.

The individual player with the most points at the end of 18 holes wins the match.