Rules sheet

The format, the local rules and the day in one page. Tick what applies, strike what does not, and put one in every cart.

TOURNAMENT

DATE

COURSE

1 FORMAT

- [ ] Four-person scramble
- [ ] Two-person scramble
- [ ] Best ball (one ball counts)
- [ ] Stroke play
- [ ] Stableford
- [ ] Other

TEES IN PLAY

HANDICAP ALLOWANCE

2 LOCAL RULES IN PLAY

☐	**Maximum score.** Pick up at double par and write it down. Keep the field moving.
☐	**Gimmes.** Putts inside the length of the grip are good. Longer putts are holed.
☐	**Mulligans.** One per player per nine, bought at registration, never on a contest hole and never for a putt.
☐	**Out of bounds and lost ball.** Drop where the ball crossed the boundary or was lost, add one stroke, play on.
☐	**Preferred lies.** Lift, clean and place within one card length through the green, no nearer the hole.
☐	**Scramble drives.** Each player must contribute at least two drives, marked on the card.
☐	**Ties.** Decided by the back nine, then the last six, three and one, from the card.
☐	**Carts.** Keep to paths on par 3s and 90 degrees elsewhere. Two to a cart.

3 CONTESTS AND THE DAY

CONTEST	HOLE	PRIZE
Nearest the pin		
Longest drive		
Straightest drive		
Hole in one		
Putting contest		

SCORING CUT-OFF

PRIZES AND DINNER AT

4 PACE AND CONDUCT

- Ready golf throughout. Keep up with the group in front, not ahead of the group behind.
- Four hours thirty is the pace. A group out of position may be asked to pick up and move on.
- Scores are final once the card is signed and handed in. The committee settles every dispute.
- Be kind to the volunteers. They are giving up a day for the cause.

Weather. One long horn: stop play at once, mark your ball and go to the clubhouse or the nearest shelter. Two short horns: play resumes. Do not shelter under trees.

LOCAL RULES SPECIFIC TO THIS COURSE

RULES COMMITTEE

PHONE ON THE DAY

FIRST AID AT

Format guide

How the common formats work and how the arithmetic goes, so the committee and the players agree before the first tee.

TOURNAMENT

FORMAT CHOSEN

DECIDED BY

Scramble. Every player tees off. The team picks the best ball, everyone plays from there, and so on into the hole. One team score per hole. The most sociable format and the fastest for a mixed field, which is why most charity days use it. A Texas scramble adds a minimum number of drives per player; a Florida scramble sits out the player whose shot was chosen.

Best ball, or four-ball. Each player plays their own ball throughout. The best individual score on each hole counts for the team. Slower than a scramble, fairer to good players, and it needs handicaps to work for net prizes.

Stroke play. Every stroke counts and the lowest total wins. With handicaps the net score is the gross minus the course handicap. Use a maximum score per hole so the day does not stall.

Stableford. Points per hole against net par, totalled across the round. A bad hole costs nothing more than zero, so players pick up and move on. The best format for pace of play with a wide range of abilities.

Skins. A side game on top of the format. Each hole is worth a skin; the lowest score alone wins it, a tie carries it forward. Settle it from the signed cards.

Handicaps. A course handicap converts the handicap index for the tees in play. Team formats use a share of each player's handicap, for example 25, 20, 15 and 10 percent of A, B, C and D in a four-person scramble. Publish the method before the day and do not change it after.

STABLEFORD POINTS

NET SCORE ON THE HOLE	POINTS
Double bogey or worse	0
Bogey	1
Par	2
Birdie	3
Eagle	4
Albatross	5

Net par is par plus any handicap stroke on that hole, from the stroke index.

SCRAMBLE TEAM HANDICAP

PLAYER	SHARE
A, lowest handicap	25%
B	20%
C	15%
D	10%

Two-person scramble: 35% of the lower and 15% of the higher is common. Round the total.

OUR DECISIONS