

YELLOWBALL BETTER-BALL STABLEFORD

Format, Scoring, Handicap Allowance

Team competition played under strokeplay rules, scored as in stableford. Each player receives a handicap allowance of 90% of his/her playing handicap, rounded to the nearest integer (≥ 0.5 is rounded up, < 0.5 is rounded down).

Description

Teams comprise two players.

Before teeing off on the first hole of play the team must decide which player (A or B) will play the yellowball on odd-numbered holes. The other player will play the yellowball on even-numbered holes.

The "yellowball" does not have to be yellow in colour. Players can play with their own ball and when it is their turn to "play the yellowball" that ball is deemed to be the yellowball.

As in a normal stableford competition a player should "pick up" if he/she is unable to score any stableford points on a hole. That hole should be marked in the score column for that player as a – (minus).

The gross score must be recorded for each player under the relevant score column (A,B) for each hole and the stableford score should also be recorded there.

The team points scored on a hole (to be recorded in the "POINTS" column) is the better of the two stableford scores for that team.

If the yellowball becomes inoperative on a hole the team must record this fact on the scorecard.

"Inoperative" in this sense means one of the following:

- The ball has come to rest out of bounds;
- The ball has become lost; (even if it is found after 3 minutes searching it is still deemed to be lost as per Rule 18.2a of the Rules of Golf)
- The ball has come to rest in a penalty area (not a bunker) where you choose to (or must) take relief with a one-stroke penalty

Additional points are added to the final score depending on where the yellowball became inoperative:

- holes 1, 2 or 3, the team gets 0 extra points added to the total;
- holes 4, 5 or 6, the team gets 1 extra points added to the total;
- holes 7, 8 or 9, the team gets 2 extra points added to the total;
- holes 10, 11 or 12, the team gets 3 extra points added to the total;
- holes 13, 14 or 15, the team gets 4 extra points added to the total;
- holes 16, 17 or 18, the team gets 5 extra points added to the total;

If the yellowball is still operative when the round is complete 6 extra points are added to the total.

Both the marker and one of the players from the relevant team must sign the card.

Example scorecard for a Yellowball Better-Ball Stableford competition

COMPETITION Yellowball Better-Ball							Medal/Stableford/Bogey Stableford					
DATE	01/04/2014		TIME	08:30			H'CAP	STROKES	TEES	PAR	CR	SR
PLAYER A	Neil Faldo		(Yellow)				6.2	4 (0.9 x 4)	RED	71	71.6	118
PLAYER B	Jake Nicklaus		(Yellow)				21.5	18 (0.9 x 20)	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	6/2, -	354	326	320	4	4	4 / 3	5 / 2			3	
2	5/1,3/2	131	124	110	3	18	4 / 1	5 / 1			1	
3	8/1,5/2	452	439	397	5	12	5 / 2	6 / 2			2	
4	5/2,5/1	287	241	201	4	14	4 / 2	6 / 1			2	
5	5/3,5/1	336	314	302	4	10	4 / 2	5 / 2			2	
6	7/1,4/3	392	386	358	4	2	5 / 2	4 / 3			3	
7	5/3,6/1	359	333	323	4	6	4 / 2	-			2	
8	5/1,5/2	162	146	139	3	16	4 / 1	4 / 2			2	
9	6/2,5/1	354	339	315	4	8	4 / 2	4 / 3	*YB*	inactive	3	
OUT	21	2827	2648	2465	35						20	

10	-4/1	165	160	146	3	9	2 / 3	-			3
11	5/2,4/2	273	259	232	4	17	4 / 2	4 / 3			3
12	6/1,4/2	299	272	240	4	15	3 / 3	4 / 3			3
13	5/2,3/2	150	118	75	3	11	4 / 1	-			1
14	5/3,-	338	324	298	4	3	4 / 3	6 / 1			3
15	7/2,5/3	524	476	434	5	1	7 / 1	6 / 2			2
16	6/1,4/2	368	353	302	4	13	-	5 / 2			2
17	7/1,6/1	414	380	352	4	5	4 / 2	6 / 1			2
18	6/3,7/2	485	453	407	5	7	5 / 2	6 / 2			2
IN	19	3016	2795	2486	36						21
OUT	21	2827	2648	2465	35						20
TOTAL	40	5843	5443	4951	71						41
				HANDICAP							
				NET							
Marker's Signature					Player's Signature					Stableford Points	
<i>Anita Sörenstam</i>					<i>Jake Nicklaus</i>					<i>41 + 2 = 43</i>	

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.*