

## **Senior's roll-up matches**

### **Rules for common match types**

#### **Alliance**

SCORING: Stableford.

If there is a mixture of 3 & 4 ball matches then the following rules apply:

**4 BALLS:** Best 3 scores to count. At the end divide the total points by 3

**3 BALLS:** Best 2 scores to count. At the end divide the total points by 2

#### **Yellow (or red) ball game**

SCORING: Stableford (same rules as Alliance with the following addition)

Each team shall have one yellow ball. Each player in a team has to play the yellow ball on their nominated hole. For example in a 3 ball match, player 1 would play holes 1,4,7,10,13,16 and player 2 would play holes 2,5,8,11,14,17 etc.

The player playing the yellow ball will score double points on that hole.

If the yellow ball is lost then it cannot be replaced and the score will be recorded by the player switching to a normal ball, with the loss of a shot, as per the normal Alliance stableford rules. (No yellow ball – no double points).

**4 BALLS:** Best 3 scores to count. At the end divide the total points by 3

**3 BALLS:** Best 2 scores to count. At the end divide the total points by 2

#### **Texas Scramble**

SCORING: Gross Score on each hole. The scorer must clearly mark on the score card the player that drove on each hole.

#### **If the groups are split into just 3 or 4 balls, but not a mixture of them:**

Take the total handicap and divide by 10, this figure should then be taken away from the total gross score at the end.

#### **If there is a mixture of 3 & 4 balls competing then the following rules apply:**

**4 BALLS:** Total handicap for all 4 divided by 10, then subtracted from the Total Gross Score at the end.

**3 BALLS:** as above but divided by 6

**NUMBER OF DRIVES:** If it is a 3 Ball - Each player has to take 5 Drives  
If it is a 4 Ball - Each player has to take 4 Drives

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