

# Seniors' Roll Up Matches

## Rules for common team games

### Alliance

**Scoring:** Stableford system

**Format:** An Alliance game can be played with all 3 ball teams or all 4 ball teams. In both cases the best two stableford scores count on each hole.

The Alliance game can also be played with a **mixture** of 3 and 4 ball teams. In this case the following rules apply:

4 ball teams play off  $\frac{3}{4}$  handicap and the best 2 scores on each hole are counted.

3 ball teams play off full handicap and the best 2 scores on each hole are counted.

### Bonus Ball Game

**Scoring:** Stableford system

**Format:** The rules are the same as those for an Alliance match except that on each hole one player is deemed to have a bonus ball and this benefit moves to each player in turn and that rota (fixed before the round starts) is continued through the 18 holes. On each hole the points scored by the player with the 'bonus ball' will be doubled.

### Texas Scramble

**Scoring:** Gross score on each hole

**Format:** All members of the team tee off – teams normally comprise 3 or 4 players. With 4 ball teams each player takes a minimum of 3 drives; with 3 ball teams each player takes a minimum of 4 drives. One of the drives is chosen as the best spot from which to play the next shot and all members of the team play their second shots from that position. One of the second shots is then chosen and all play their third shots from there – and so on until the ball is holed. Each team returns one score for each hole and clearly notes the player that played the first shot (drive) on each hole. For 4 ball teams the total handicaps of the 4 players is divided by 10 and deducted from the final score. For 3 ball teams the total handicap of the 3 players is divided by 6 and then deducted from the final score.

However, if there is a **mixture** of 3 and 4 ball teams the handicap reduction shall be calculated as follows:

4 ball teams (each player takes 3 drives): Total handicap of the 4 players divided by 10 and then deducted from the final score.

3 ball teams (each player takes 4 drives): Total handicap of the 3 players divided by 5 and then deducted from the final score.

## Better Ball Pairs

**Scoring:** Stableford off full handicap

**Format:** The game is played in teams of two. Players play as in a singles Stableford match but in 'better ball' only the best score of the team is recorded. The team with the best Stableford score wins.

## Better Ball Bogey

**Scoring:** Matchplay scored as +1, 0 or -1 against the course par for each hole

**Format:** The score of each player is recorded for each hole and a ring is placed around the best score on each hole as this score will count against the course par.

- If one or more of the team score a net birdie then the team is one up against the course and this is recorded as +1 in the right hand column.
- If the best score is a net par the score is recorded as 0 in the right hand column.
- If the best score is a net bogey or worse then you've lost against the course on that hole and the score of -1 should be recorded.

## Greensomes

**Scoring:** Stableford system

**Format:** Played in teams of two using a combined handicap based on 60% of the handicap of the player with the lowest handicap plus 40% of handicap of the other player. For example, if player A has a handicap of 10 and player B's handicap is 24 the combined handicap will be 15.6 ( $10 \times 0.6 = 6 + 24 \times 0.4 = 9.6$ ). So the team will get a shot on the holes with an SI of 16 or less.

Both players tee off and the team then decided which of the two balls to use for the remainder of the hole. If player A's ball is selected then player B must play the next shot with that ball. Player A then plays the next shot with that ball and players alternate in this way until the ball is holed.

Penalty shots and taking 'relief' do not affect the order of play. If the team can't score any stableford points the team should pick up and move to the next hole.

The gross score should be recorded in column A and the stableford score in right hand column.

## Waltz

**Scoring:** Stableford system

**Format:** The game is played in teams of 3 or 4 players. All team members play every hole and scoring is determined as follows:

Hole 1 – the best stableford score amongst the team counts

Hole 2 – the best two scores count

Hole 3 – the best three scores count

And then for holes 4,5,6 the process is repeated and so on until the 18 holes are completed.

If there is a **mixture** of 3 and 4 ball games then subtract 7 points from the 4 ball team scores.