

STUDLEY WOOD SENIORS' SECTION – Team Formats

Type	Format	*Playing Handicap	Scoring	Comments/Examples																									
Alliance	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	95% of Course Handicap for the Silver tee	The best two stableford scores per team will count on each hole.	When a mixture of 3 and 4 ball teams play: 6 points will be added to the 3-ball score.																									
Alliance - B, S, G	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	95% of Course Handicap for the Silver tee	Hole 1 - played off the Bronze tees Hole 2 - played off the Silver tees Hole 3 - played off the Gold tees The best two stableford scores per team will count on each hole.	When a mixture of 3 and 4 ball teams play: 6 points will be added to the 3-ball score. For holes 4 to 18 the tee sequence is repeated.																									
Alliance - G, S, B	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	95% of Course Handicap for the Silver tee	Hole 1 - played off the Gold tees Hole 2 - played off the Silver tees Hole 3 - played off the Bronze tees The best two stableford scores per team will count on each hole.	When a mixture of 3 and 4 ball teams play: 6 points will be added to the 3-ball score. For holes 4 to 18 the tee sequence is repeated																									
Bonus Ball	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	95% of Course Handicap for the Silver tee	The best two stableford scores per team will count on each hole - with the points scored by the player with the bonus ball being doubled.	On each hole one player is deemed to have a bonus ball - which rotates to each player on a hole-by-hole basis (determined prior to the start of the round) until the 18 holes are completed. When a mixture of 3 and 4 ball teams play: 6 points will be added to the 3-ball score.																									
Four Ball Better Ball – Matchplay	Played as teams of two on a hole-by-hole basis.	90% of the Course Handicap for the Silver tee.	The best stableford score amongst the teams i.e., the better ball, will win the hole. If scores for a hole are equal then the hole is halved. A match is won when one team has won more holes than there are holes left to play. If both teams have won the same number of holes the match is deemed 'all square'. Extra holes may need to be played in order to determine a winner.	Players receive strokes based on the difference between their Playing Handicap and that of the lowest Playing Handicap player (who plays off zero strokes). Example: <table border="1" data-bbox="1532 1082 2112 1414"> <thead> <tr> <th>Player</th> <th>Course Handicap</th> <th>%</th> <th>Playing Handicap [rounded to whole number]</th> <th>Strokes received</th> </tr> </thead> <tbody> <tr> <td>Harry</td> <td>15</td> <td>90</td> <td>14 (13.5)</td> <td>0</td> </tr> <tr> <td>Jamie</td> <td>29</td> <td>90</td> <td>26 (26.1)</td> <td>12</td> </tr> <tr> <td>Peter</td> <td>17</td> <td>90</td> <td>15 (15.3)</td> <td>1</td> </tr> <tr> <td>Paul</td> <td>34</td> <td>90</td> <td>31 (30.6)</td> <td>17</td> </tr> </tbody> </table>	Player	Course Handicap	%	Playing Handicap [rounded to whole number]	Strokes received	Harry	15	90	14 (13.5)	0	Jamie	29	90	26 (26.1)	12	Peter	17	90	15 (15.3)	1	Paul	34	90	31 (30.6)	17
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Note - *Seniors' competitions are played off the Silver tees, unless otherwise advised

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Greensomes	Played in teams of two. Both players tee off and decide 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 until the ball is holed.	The Team Playing Handicap is 60% of the lower Course Handicap for the appropriate tee plus 40% of the higher Course Handicap for the Silver tee	The team stableford score will count on each hole.	Penalty shots and taking 'relief' do not affect the order of play. Example <table border="1"> <thead> <tr> <th>Player</th> <th>Course Handicap</th> <th>%</th> <th>Playing Handicap contribution [rounded to one decimal place]</th> </tr> </thead> <tbody> <tr> <td>Joe</td> <td>11</td> <td>60</td> <td>6.6</td> </tr> <tr> <td>Jim</td> <td>28</td> <td>40</td> <td>11.2</td> </tr> <tr> <td colspan="3">Team Playing Handicap [rounded to whole number]</td> <td>18 (17.8)</td> </tr> </tbody> </table>	Player	Course Handicap	%	Playing Handicap contribution [rounded to one decimal place]	Joe	11	60	6.6	Jim	28	40	11.2	Team Playing Handicap [rounded to whole number]			18 (17.8)								
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Pairs Better Ball – Stableford	Played as teams of two.	85% of the Course Handicap for the Silver tee	The best stableford score amongst the team i.e., the better ball, will count on each hole.																									
Pairs Par/Bogey	Played as teams of two, the players play against par on a hole-by-hole basis	90% of Course Handicap for the Silver tee	The best team net score against par counts on each hole and recorded as follows: +1: net birdie or better 0: net par and -1: net bogey or worse	The team with the best + score, or least – score wins.																								
Texas Scramble All 4-Ball Teams	All players tee off and a drive is chosen from where to play the second shot. All players play their second shot from that position, and choose which shot to use from where to play their third shot - repeating the process until the ball is holed out. Each player takes a minimum of 4 drives.	The Team Playing Handicap is 25%, 20%, 15% and 10% of the Course Handicap for the Silver tee - from the lowest to the highest handicapper.	The net team score counts. i.e., team gross score, less the team playing handicap.	Example: <table border="1"> <thead> <tr> <th>Player</th> <th>Course Handicap</th> <th>%</th> <th>Playing Handicap contribution [rounded to one decimal place]</th> </tr> </thead> <tbody> <tr> <td>David</td> <td>11</td> <td>25</td> <td>2.8 (2.75)</td> </tr> <tr> <td>Lloyd</td> <td>19</td> <td>20</td> <td>3.8</td> </tr> <tr> <td>George</td> <td>27</td> <td>15</td> <td>4.1 (4.05)</td> </tr> <tr> <td>Mike</td> <td>42</td> <td>10</td> <td>4.2</td> </tr> <tr> <td colspan="3">Team Playing Handicap [rounded to whole number]</td> <td>15 (14.9)</td> </tr> </tbody> </table>	Player	Course Handicap	%	Playing Handicap contribution [rounded to one decimal place]	David	11	25	2.8 (2.75)	Lloyd	19	20	3.8	George	27	15	4.1 (4.05)	Mike	42	10	4.2	Team Playing Handicap [rounded to whole number]			15 (14.9)
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Texas Scramble Mix of 3 and 4 Ball Teams	All players tee off and a drive is chosen from where to play the second shot. All players play their second shot from that position, and choose which shot to use from where to play their third shot - repeating the process until the ball is holed out. Each player takes a minimum of 4 drives.	The Team Playing Handicap is 25%, 20%, 15% and 10% of the Course Handicap for the Silver tee - from the lowest to the highest handicapper. (Including a 'ghost' fourth player notionally playing off 20 Course Handicap)	The net team score counts. i.e., team gross score, less the team playing handicap.	A 'ghost' player is added to the 3-ball team. Example: <table border="1" data-bbox="1532 304 2112 647"> <thead> <tr> <th>Player</th> <th>Course Handicap</th> <th>%</th> <th>Playing Handicap contribution [rounded to one decimal place]</th> </tr> </thead> <tbody> <tr> <td>Phil</td> <td>15</td> <td>25</td> <td>3.8 (3.75)</td> </tr> <tr> <td>'Ghost'</td> <td>20</td> <td>20</td> <td>4.0</td> </tr> <tr> <td>Barry</td> <td>26</td> <td>15</td> <td>3.9</td> </tr> <tr> <td>John</td> <td>35</td> <td>10</td> <td>3.5</td> </tr> <tr> <td colspan="3">Team Playing Handicap [rounded to whole number]</td> <td>15 (15.2)</td> </tr> </tbody> </table>	Player	Course Handicap	%	Playing Handicap contribution [rounded to one decimal place]	Phil	15	25	3.8 (3.75)	'Ghost'	20	20	4.0	Barry	26	15	3.9	John	35	10	3.5	Team Playing Handicap [rounded to whole number]			15 (15.2)
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Waltz	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	95% of Course Handicap for the Silver tee	Hole 1 – the best stableford score counts Hole 2 – the best two stableford scores count Hole 3 – the best three stableford scores count	When a mixture of 3 and 4 ball teams play: 7 points will be added to the 3 ball score. For holes 4 to 18 the tee and scoring sequence is repeated																								
Waltz - B, S, G	Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams.	95% of the Course Handicap for the Silver tee	Hole 1 - played off the Bronze tees and the best stableford score counts Hole 2 - played off the Silver tees and the best two stableford scores count Hole 3 - played off the Gold tees and the best three stableford scores count	When a mixture of 3 and 4 ball teams play: 7 points will be added to the 3 ball score. For holes 4 to 18 the tee and scoring sequence is repeated																								
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