

# ASHROSE GOLF CLUB TOURNAMENT RULES

2021

## 1. SCHEID SYSTEM

The Scheid System is the USGA’s “Calloway” style handicap system. It’s a “worst holes” system for handicapping events, much like the Calloway System. However, unlike the Calloway system, which almost always assures the golfer with the low gross score wins the low net competition. The Scheid system is designed to give all players an equal chance to win.

The table below shows the number of “worst hole” scores he may deduct and the adjustment to be made, based on his gross score. For instance, if his gross score for 18 holes is 92, he turns to the table and opposite that score finds that he may deduct the total for his 3 worst holes scored on holes 1 through 16, inclusive. Thus, if he has one 9, one 8, and one 7, his handicap totals 24. From this total, further plus or minus adjustment is made according to the adjustment shown at the bottom of each column. For a gross score of 92, the adjustment requires a deduction of 2, resulting in a final handicap of 22. Thus, 92 minus 22 handicap equals a net score of 70.

If Your Score Is:							Deduct:
–	–	72	73	–	–	–	no holes and adjustment
–	74	75	76	–	–	–	½ worst hole and adjustment
–	77	78	79	–	–	–	1 worst hole and adjustment
–	80	81	82	83	–	–	1-1/2 worst holes and adjustment
–	84	85	86	87	–	–	2 worst holes and adjustment
–	88	89	90	91	–	–	2-1/2 worst holes and adjustment
–	92	93	94	95	–	–	3 worst holes and adjustment
–	96	97	98	99	–	–	3-1/2 holes and adjustment
100	101	102	103	104	–	–	4 worst holes and adjustment
105	106	107	108	109	–	–	4-1/2 holes and adjustment
110	111	112	113	114	–	–	5 worst holes and adjustment
115	116	117	118	119	120	–	5-1/2 holes and adjustment
121	122	123	124	125	126	–	6 worst holes and adjustment
127	128	129	130	131	132	–	6-1/2 worst holes and adjustment
133	134	135	136	137	138	–	7 worst holes and adjustment
139	140	141	142	143	144	–	7-1/2 worst holes and adjustment
145	146	147	148	149	150	151	8 worst holes and adjustment

<u>Adjustment</u>							
-3	-2	-1	0	+1	+2	3	Add or deduct from Handicap

- Notes:
1. No hole may be scored at more than twice its par.
  1. Half Strokes Count as a Whole.
  2. The 17<sup>th</sup> and 18<sup>th</sup> holes are never deducted.
  3. Maximum Handicap is 50.

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## 2. POINT-QUOTA SYSTEM

Each player is given a point-quota, based on his handicap. Points are scored as follows: Bogey-1, Par-2, Birdie-4, Eagle-8. Player whose point total for 18 holes most exceeds his point-quota, (or comes closest, if none exceeds it) wins. Find your point-quota opposite your handicap below.

<u>HCP</u>	<u>QTA</u>	<u>HCP</u>	<u>QTA</u>	<u>HCP</u>	<u>QTA</u>	<u>HCP</u>	<u>QTA</u>	<u>HCP</u>	<u>QTA</u>
1	35	7	29	13	23	19	17	25	11
2	34	8	28	14	22	20	16	26	10
3	33	9	27	15	21	21	15	27	9
4	32	10	26	16	20	22	14	28	8
5	31	11	25	17	19	23	13	29	7
6	30	12	24	18	18	24	12	30+	6

## 3. TIN WHISTLE

1. Handicap strokes as they show on the card
2. Each player accumulates points Per Hole as Follows:
  - 1 point for net Bogey
  - 3 points for net Par
  - 5 points for net Birdie
  - 7 points for net Eagle
3. Winner is the player with the most points at the end of 18 holes.

## 4. 2 Man 2 Ball Aggregate Score (1 net, 1 gross)

Twosomes are drawn at random by the tournament Director or designee prior to play. Each Player on the team plays his own golf ball throughout the round, and on each hole the team will select one best ball (net) with handicap applied and one gross score. The aggregate score using one best ball and one gross score will become the team score for that hole. For example, Player "A" scores a gross score of 8, net score 7 and Player "B" scores a gross score of 5 and net score of 4. The team uses Player "A" net of 7 and Player "B" gross score of 5 for an aggregate score of 12 for the hole. The team with the lowest aggregate score for the round wins.

## 5. BLIND 2 Man Best Ball

1. Twosomes are drawn by the Handicap Chairman after all have finished play.
2. Each player receives handicap strokes as they show on the card.
3. Winners are the two partners with the lowest best ball score for 18 holes.

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## **6. 4 Man 2 Best Ball Aggregate Score (1 net, 1 gross)**

Foursomes are drawn at random by the Tournament Director or designee to play. Each player on the team plays his own golf ball throughout the round, and on each hole the team will select one best ball (net) with handicap applied and one gross score. The aggregate score using one best ball and one gross score will become the team score for that hole. For example, Player "A" gets a 6, net 5, "B" gets a 5, net 4, "C" gets a 7, net 6, "D" gets a 7, net 6 then the team score for that hole is the sum of Player "B" net 4 and Player "A" gross 6 for a total of 10 because the lowest aggregate score of the group was player "A" and "B" score. The team with the lowest aggregate score for the round wins

## **7. STABLEFORD TOURNAMENT**

1. NET Play
2. Points awarded on Net score for each hole as follows:
  - 1 point for Bogey
  - 2 points for Par
  - 4 points for Birdie
  - 6 points for Eagle
3. Highest point total wins.

## **8. PAR BATTLE**

Played under full Handicap. Advise players that on a certain ten holes of the course 5 points will be won if Par or better is shot. On three other holes award 10 points for Par or better. On three other holes there is a 5 point penalty for players who do not score Par or better. On the remaining two holes, the penalty is 10 points for failing to make Par. Winner is the player with the most points at the end of the round.

- +10 points for each of the 3 hardest holes
- +5 points for each of the next 10 hardest holes
- 5 points for each of the next 3 hardest holes
- 10 points for each of the 2 easiest holes

## **9. SYNDICATE TOURNAMENT**

Each player is playing hole by hole against the entire field. Handicaps are applied for each hole. A singular low net versus the field wins the hole. Ties are carried forward cumulative until won. Each hole is worth a dollar Value established by the Ashrose Club. If the 18<sup>th</sup> hole is tied, those tying for low net will split the Value or the carry over value.

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## 10. PEORIA SYSTEM

After all players have finished 18 holes the Handicap Chairman selects at random a Par-3 hole, a Par-5 hole and 4 of the Par-4 holes. The Par-4s should be representative in length and difficulty with two chosen from the front nine and two chosen from the back nine. Each player's handicap is calculated by adding the player's strokes over par on the six selected holes, then multiplying that number by 2.8. This number is rounded and is used as the player's handicap for the tournament. The maximum hole score for allowance purposes is three over par on Par-3s and par-4s, and four over par for the par-5s.

## 11. CLEARs

Similar to the Syndicate, each player is playing hole by hole against the entire field. If a player has a singular low net on a given hole, he is awarded a Clear. The Prize money established by the Ashrose Club is split evenly among the total number of Clears.

## 12. ASHROSE MEMORIAL TOURNAMENT: Medal Play, Full Handicap.

## 13. FIVE CARD STUD

All golfers are playing as individuals. No handicaps are considered. At the completion of the round, the Golf Director randomly selects five (5) of the eighteen holes. Each golfer's gross score on these 5 holes is noted. Then, these five numbers are combined to form the best "poker hand" possible. The winning order of "hands" starting with the highest, is as follows:

- Five of a Kind
- Straight (five numbers in sequence)
- Four of a Kind
- Full House (three of a kind and a pair)
- Three of a Kind
- Two Pair
- One Pair

All ties are resolved in favor of the higher number (i.e. 3 sixes beat 3 fives)

## 14. BLIND 9

After completion of play, nine random holes are selected for scoring and standings are based on those nine holes. Players' scores on the selected holes are handicapped with the standard handicaps.

## 15. MUTT AND JEFF

Only scores from par 3 and par 5 holes are used. Players' scores are handicapped per the standard policy.

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## 16. STRIKE 3

After completion of play, the 3 highest scoring holes are erased. The scoring is then based on the remaining 15-holes. All holes are handicapped.

## 17. PARTNERS TOURNAMENT

The format is a two-man partner tournament in which there are three six-hole scoring segments with the best total score for the 18 holes winning the tournament. After sign up is closed the teams are selected using course handicaps by dividing the field into two groups (A&B) based on handicap rankings and selecting teams by random draw, one from each of the two groups A/B until all teams are paired. The formats for the three segments are as follows:

Segment 1 – The first six holes are played as a **Captain's Choice**. Each player plays a shot beginning with the tee shot and after each shot the best positional ball is chosen. Each player then plays his ball from the chosen position until a ball is holed. The score for each hole is the score as if one player had scored.

Segment 2 – The second six holes are played as **Best Ball**. Each player plays the hole separately. The player's score for the hole is handicapped for that hole (based on his Ashrose Handicap) and the partner with best net score for that hole has that score entered for the hole.

Segment 3 – The third six holes are played as **Alternating Shots**. Both partners may tee off on each hole and after the tee shots a decision can be made as to which tee shot to use and then begin the alternate shots. Ex. If Player A is chosen, then Player B plays Player A's ball. Players continue to alternate until the ball is holed. Each partner's tee shot must be chosen three times over the six holes so once a partner's chosen shots are three, the other partner's tee shots must be used on the remaining holes. The ball that is played from the tee must be the ball continuously played until it is holed. Normal Ashrose and USGA rules apply with respect to preferred lies and drops.

## 18. 2 Man Chapman System

The Chapman System is a 2 Man Team competition which uses partial handicaps and alternate shot after the tee shot. The System works like this:

- Both golfers on the team hit drives;
- Each plays the other's ball for the second shots;
- The best of the second shots is selected, and from there the two partners play alternate shot until the ball is holed.
- Team Handicap is calculated using 60% of the lower handicap players course handicap plus 40% of the higher handicap players course handicap. Example – Player A's handicap is 10 and Player B's handicap is 20 so the team handicap is  $10 * 0.6 + 20 * 0.4 = 14$ .
- Team score is their Gross 18 hole score minus the Team Handicap.

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## 19. Ashrose President's Cup and Ashrose Ryder Cup

### Overview

The Ryder Cup and President's Cup tournaments are one day events that are used alternately from year to year. Members who "sign-up" are divided into two (2) teams and compete in match play. Current member handicaps are used. The sign-up procedure is on a first come basis since only complete foursomes are allowed in this competition. Later sign-ups (not completing a foursome) will be considered as alternates, filling in for any no shows. (See addendum)

### Teams

Once the sign-up is closed, the composition of the two teams (European and American) will be selected by handicaps. The handicap order will be from lowest to highest as follows: (E,A,A,E,E,A,A,E,E,...etc.) . The Board will select the two team captains, subject to their acceptance. Each team captain is responsible for arranging his two-man teams.

### Order of Play

Coin toss determines which team captain starts the process. The first team captain selects a twosome to play in the first foursome. The other team captain then selects his twosome choice to compete in the first foursome. Additional foursomes are determined in a similar manner alternating which captain selects first.

### President's Cup - Competition

This is an 18 hole match play event. Within each foursome, team members compete in pairs. There are three different competitions, each lasting six holes.

#### First 6 Holes – Captains Choice (no handicaps)

After every shot, the team decides which of the two balls is preferred, then both hit again from that point, continuing in this fashion until holing out.

#### Second 6 Holes – Best Net Team Score (handicaps adjusted to the lowest handicap in the group)

For each team, the two net scores are added and compared to the other team total. Each player may receive a stroke (or strokes) based on his handicap and the course difficulty rankings for hole numbers 7 through 12.

#### Third 6 Holes – Modified Alternate Shot (no handicaps)

Both players on each team hit drives; then teammates alternate hitting each other's ball until both are holed out. The lower of the two team scores are compared to determine who wins the hole.

### Scoring

Each (six hole) competition is a separate match play event. The winning team receives one (1) point. If the teams are even after six holes, each team receives ½ point. The second and third (six hole) competitions are scored similarly. Note that the total points awarded each foursome is always three (3).

### Team Scoring and Awards Money

The winning team is the one with the most total points after considering all the foursomes. The winning team receives the entire cash award; the losing team receives zero. Each player on the winning team receives the same share of the "pot". If the two teams tie, then the pot is split equally between the two teams

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## Ryder Cup - Competition

This is an 18-hole match play event. Within each foursome, members compete in pairs for the first nine holes, then individually for the second nine holes as follows:

First Nine Holes – (paired play with full handicap differentials applied once the lowest handicap in the foursome is reduced to zero) The first nine holes are played as **Best Ball**. Each player plays the hole separately & the partner with best net score for that hole has that score entered for the hole. The match is over after 9 holes.

Second Nine Holes – (individual play with handicaps) The lower handicap golfers from each team compete against each other and the other two compete against each other in two separate individual, 9 hole matches. One half of the handicap difference is used. If one half the handicap difference is an odd number, then ½ stroke is given on the appropriate hole (no ties possible on this hole). Example: Player A has 19 hcp. Player B has 12 Hcp. Difference is 7 strokes; player B receives 3 and ½ strokes, therefore Player B receives 3 strokes on the 3 hardest holes on the back nine and ½ stroke on the 4<sup>th</sup> hardest hole

## Scoring per Foursome

First Nine – The winning team receives 2 points (1 point is awarded to each member of the winning pair). If tied, each of the four players receives ½ point.

Second Nine – 2 points are awarded to the winner of each individual match. Ties receive 1 point each.

Note- the total points awarded for each foursome is always 6.

## Team Scoring and Awards Money

The winning team is the one with the most total points after considering all the foursomes. The winning team receives the entire cash award; the losing team receives zero. Each player on the winning team receives the same share of the “pot”. If the two teams tie, then the pot is split equally between the two teams.

## President’s Cup and Ryder Cup Addendum

To enable as many members as possible to participate in these tournaments, allow an even number of members to compete. A twosome can compete with the following format

Match play with three total points available. One point for the front nine, one point for the back nine and one point for the eighteen holes.

If the total number of sign-ups is an odd number, then only one member would be out of the competition or fill in for a no show.

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## 20. Yellow Ball Team Tournament aka Man-In-The-Box (within separate Individual Net format)

1. The Golf Director will set teams by dividing the field into two groups (A&B) based on handicap rankings and selecting teams by random draw from each of the two groups A/B, then A/B to make a foursome, placing the member with his guest as appropriate. In the case where some or all of the groupings are threesomes, it is up to the Golf Director to use his discretion in ensuring they are not made up entirely of A or B group players for a fair competition, unless impossible based on the field of entries.
  2. Each foursome/threesome will be provided one YELLOW BALL by The Club.
  3. Possession of the YELLOW BALL is passed from one member of the foursome/threesome to the next after each hole in a sequence that is established prior to the start of play.
  4. Each player's name should appear on the scorecard in the sequence that the YELLOW BALL is going to be played. A separate fifth, (for a foursome) fourth, (for a threesome) line should have YELLOW BALL entered in the name box on the score card.
  5. On the foursome/threesome's first hole, (this may be shotgun start), player #1 **gross score** is entered on the line with his name, and his **net score**, (adjusted for his handicap on that hole), is also entered on the YELLOW BALL line for that hole. Players 2, and 3 (and 4 for foursomes), have their gross scores entered for the hole on the line next to their names.
  6. On the next hole, player #2's **gross score** is entered on the line with his name and his **net score** (again adjusted for his handicap for that hole, is entered on the YELLOW BALL line for that hole). Players 1, 3 & 4 have their gross scores recorded for the hole on the line next to their names.
  7. This is repeated (in the same rotation) through 18 holes. Each player will have their own **gross score** and there will be a separate line for the YELLOW BALL score.
  8. One final point; IF THE TEAM LOSES THE YELLOW BALL (EVEN ON THE TEAM'S EIGHTEENTH HOLE) the entire team is disqualified from participating in the YELLOW BALL TOURNAMENT. **IF YOUR TEAM STILL HAS THE YELLOW BALL BRING IT BACK AND TURN IT IN WITH YOUR SCORECARD!** Ties split the pot.
  9. All is not lost! !! There will be separate prize monies for the individual low net, (5 places). This will be based on each player's total **gross score** minus his individual handicap.
- 10. YOU MUST SIGN THE SCORECARD AND TURN IT IN TO BE ELIGIBLE FOR THE LOW NET PRIZE MONEY.**