

YELLOW BALL STABLEFORD

Tees: **White**

FORMAT: Teams of three (two if necessary)

RULES: Each team starts with one yellow ball (counting double Stableford points), with which each player must play six consecutive holes (or nine holes if a two ball). If the yellow ball is lost (not recovered), it is replaced with a white ball (normal scoring) for the remainder of that player's six holes. The next player then starts with another yellow ball. Yellow balls recovered from "out of bounds" (but within the boundary of the course) positions can be replayed on same hole or used from next tee if appropriate. Each player plays each hole and calculates the number of points scored and the player with the yellow ball doubling his points.

Note 1: If there is a two-player team, they will always play from the 1st tee. Each player plays the yellow ball for 9 consecutive holes, with the non-yellow ball player's score doubled on each hole, regardless of any lost balls.

Note 2: Any three ball teams starting their game from the 10th tee should count their first yellow ball allocation from holes 10 to 12, then holes 7 to 9. The second yellow ball from holes 13 to 18 and the third player will count from holes 1 to 6 consecutively.

HANDICAP ALLOWANCE: Each player playing his WHS Playing Handicap (CH/95%).

SCORING: Gross score and number of points scored on each hole by each player to be recorded and totalled for the team score for eighteen holes.

DRAW: A balanced draw for partners will be randomly generated.

WINNERS: Team with the best Stableford points over 18 holes.

TIE BREAKS: Normal count-back rules apply.

If less than 25% of players complete their round, the prize money will be returned to the players (or donated to the Captain's Charity if the players so wish)