YELLOW PERIL

DESCRIPTION		
Format	Team competition, 3 or 4 players per team, strokeplay rules	
Scoring	Stableford	
HOLES	PLAYED AS	HANDICAP STROKES RECEIVED
1 to 18	4 BBB – Best 2 scores to count on each hole. The player with the "yellow ball" score must count on 3 chosen holes. This stableford score will double	Full playing handicap

Prior to playing, the team is "given" a "Yellowball", which then becomes OPERATIVE and the team decides the strict order in which the Yellowball will be used by players on holes chosen by the team. Each team member should choose which 3 holes the "Yellowball" is OPERATIVE prior to commencement of play. Mark this order on the scorecard as A,B,C,D as in the example below(or A,B,C if there are only three players).

Keeping to the chosen hole order, each player takes it in turn to play a hole with the operative Yellowball.

The player whose turn it is to play it must play it.

You should pick up if you are unable to score any stableford points on a hole.

A Yellowball becomes INOPERATIVE as soon as: it is lost; or it comes to rest out-of-bounds

You must indicate on the scorecard the hole on which the Yellowball became inoperative.

You must record the gross score for each player on each hole in the relevant "Score" column (A,B,C,D) and the stableford score should also be recorded there.

Calculate the team points scored on a hole (to be recorded in the "Points" column) in the following way:

If the Yellowball is operative - double the Yellowball player's stableford score and add to this the highest stableford score of the remaining players; If the Yellowball is inoperative – add the stableford score of the player whose turn it would have been to play the Yellowball on that hole to the highest stableford score of the remaining players.

N.B. the score of the player whose turn it is (or would have been) to play the Yellowball always counts even if two other players in the team have better scores and even if that player scores no points.

Both the marker and another member of the team must sign the card (Example scorecard follows)

