

## **CCW STABLEFORD SCORING**

### **FOR INDIVIDUAL PLAY 2 or 3 DAY TOURNAMENT**

YOUR World Handicap Index will be used to determine your HANDICAP the first day of play, ADJUSTED FOR SLOPE, RATING for your tee box. After DAY 1, YOUR HANDICAP IS SUBJECT to be ADJUSTED FOR ROUND TWO, and AGAIN FOR ROUND THREE. PER CCW RULES AND FORMAT, HANDICAP ADJUSTMENTS WILL BE NOTED ON PAIRINGS SHEET BEFORE EACH ROUND.

**STABLEFORD SCORING:** BOGEY=1 POINT, PAR=2, BIRDIE=3, EAGLE=4, DBL EAGLE=5

**DAILY HANDICAP ADJUSTMENTS:** WE WILL USE THE FOLLOWING HANDICAP ADJUSTMENT SYSTEM TO LEVEL THE FIELD OF PLAY AFTER THE FIRST AND SECOND ROUND OF GOLF! NOTE: THIS IS THE HANDICAP COMMITTEE'S GUIDELINES, BUT THE COMMITTEE HAS THE DISCRETION TO ALTER IN THE EFFORTS TO LEVEL THE FIELD. YOUR HANDICAP WILL GO UP OR DOWN BASED ON THE FOLLOWING CRITERIA:

**FOR YOUR HANDICAP TO GO "UP"** THE HIGH STABLEFORD SCORE ON THE DAY USED TO ADJUST OTHER PLAYERS HANDICAPS BASED ON THIS FORMULA:

IF YOU SCORE 3 POINTS OR LESS UNDER THE HIGH SCORE, NO ADJUSTMENT!

IF YOU SCORE 4 TO 5 POINTS UNDER, YOUR HCP WILL GO UP BY 2

IF YOU SCORE 6-8, THEN YOU GO UP 3. IF YOU SCORE 9 OR WORSE, YOU GO UP 4.

4 STROKES IS THE MAXIMUM ANY PLAYER CAN GO UP FOR ANY ROUND.

**FOR YOUR HANDICAP TO GO "DOWN"** IF YOU SCORE 38 STABLEFORD POINTS ON ROUND 1, YOUR HANDICAP WILL BE ADJUSTED DOWN BY 1. IF YOU SCORE 39, HCP GOES DOWN BY 2, 40 YOUR HCP GOES DOWN BY 4, 41 YOUR HCP GOES DOWN BY 5.. IF 42 ,BY 7, IF 43, BY 9. 44 BY 12. IF YOU SCORE 45 OR MORE, IT'S JAIL TIME!!

**PRIZES** AWARDED FOR INDIVIDUAL 2 or 3 DAY TOTAL(HIGH) STABLEFORD SCORE(NET ONLY!)

**CASH PRIZE FOR DAILY STABLEFORD WINNERS**

**CASH PRIZE FOR ONE OVERALL LOW GROSS FOR TOURNAMENT.**

**CASH PRIZES FOR TWO OR THREE DAY COMBINED STABLEFORD SCORE(NET)**

**CASH PRIZE FOR CLOSEST TO PIN ON ALL PAR 3'S (UNISEX, HOWEVER THEY MAY BE FLIGHTED BASED ON THE FIELD AND THIS WILL BE DONE BY HANDICAPS.)**

**CASH PRIZES FOR LONG DRIVE MEN AND LADIES EACH DAY. THESE MAY BE FLIGHTED BASED ON HANDICAPS. FAIRWAY ONLY! (NOT FIRST CUT ROUGH)**

**CASH PRIZES DAILY FOR LONGEST PUTT ON HOLE 18**

**MAXIMUM OF ONLY "THREE" SPECIALTY PRIZES PER PLAYER! SPECIALTY PRIZES WILL BE ANNOUNCED DAILY, SO PLEASE KEEP TRACK OF HOW MANY YOU HAVE WON! DO NOT PUT YOUR NAME ON SIGNS IF YOU HAVE WON THREE SPECIALTY PRIZES! (CLOSEST TO PIN, LONG DRIVE, LONGEST PUTT)**

**IMPORTANT!!** MEASURE DISTANCE ON PAR 3'S!! ALSO, NOTE YOUR DISTANCE FROM EXISTING LONG DRIVE AND MAKE A NOTE ON THE PRIZE MARKER.... YOU MIGHT COME IN 1<sup>ST</sup> BY DEFAULT!

**SKINS: ALL PLAYERS ARE PARTICIPATING IN THE SKINS POT.**

**CASH PRIZES FOR GROSS AND NET SKINS DAILY! ALL SKINS WILL BE SAME VALUE!**

**EXAMPLE: IF SKINS POT IS \$1200, AND THERE ARE 60 SKINS, EACH SKIN WILL PAYOUT \$20.**

**FOURSOMES SHOULD TURN IN ONE LEGIBLE SCORECARD WITH FIRST LAST NAMES, AND GROSS SCORES ONLY. Please sign the card with signatures of all 4 players.**

**SCORECARDS should be turned into THOMAS AND HIS HUGE STAFF.... Immediately after round. THANK YOU!! THE COMPUTER WILL DO THE REST AND RESULTS WILL BE POSTED ON OUR PORTAL SHORTLY AFTER ALL SCORING IS IN. PORTAL: [CCWTOURS.GOLFCLUB.NET](http://CCWTOURS.GOLFCLUB.NET)**

# CCW GOLF RULES AND FORMAT

ALL WGA RULES APPLY WITH THE EXCEPTION OF THE FOLLOWING SPECIAL CCW RULES!

**Slow Play:** If a group falls behind 1 hole, a local Marshall may advise of one warning to speed up play. If the group is warned a second time, they will take an "x" on the hole and move to the next tee.

*All players will take a "x" on that hole. (no points).*

**SPECIAL RULE FOR ALL COURSES:** Due to the desert wastelands and environmental areas, and critters. . . . If you hit your ball into the UNMARKED desert areas, please drop a ball where the ball LAST crossed the HAZARD . YOU may go back as far as you wish in line with the flagstick, but no closer to the hole! You will lose a stroke, but not distance. This greatly speeds up play and is for your safety as well. STAY OUT of desert areas to search for balls.

**REMINDER: YOU ONLY GET 3 MINUTES TO SEARCH FOR A LOST BALL!**

1. Tee box rule: : Field may be flighted based on Handicaps. Ladies will play forward tees, Men will play Middle tees unless they are over 65, they can OPT to play Senior tees. This must be noted prior to the start of play.
2. The "14 club rule" is waived for CCW events. However, equipment must conform to USGA standards.
3. NEW: Once you are on the putting green, you MAY replace your ball with a different ball to putt with!
4. To help speed up play, we request that you please TRY to exercise this play technique whenever possible: when on the green if you are "away", or the first to putt, please continue putting after your first putt, until you are in the hole--i.e. Do not mark the ball. Exception: in team play, you may opt to have your partner putt first even if you are farthest away, but then he or she should putt out completely before it is your turn to putt-out. Then you should finish putting out, as you are still away.
5. If you have a question on a rule, play an additional ball through the green--note both scores on the scorecard. Once your round is completed, check with the head PGA professional(he/she is designated rule committee) to determine which score to record. Then AFTER the correct score is recorded, turn your official card in to the CCW staff.
6. **FOR STABLEFORD SCORING, MAXIMUM 4 OVER PAR! PICK YOUR BALL UP IF YOU ARE TAKING A SCORE OF 4 OVER PAR! JUST PUT AN "X" AS YOUR SCORE!** AS A COURTESY TO THE FIELD, YOU SHOULD "pick up" your ball declare an "x" on that hole to your foursome. Mark an "X" on your scorecard for that hole. Then please help out other players in your foursome to speed up play. PLEASE don't waste time by wanting to "finish" the hole for "your score total". We are here to have a nice relaxing round of golf, ***NOT to have a 6 hour round!***
7. **NO GIMMEE PUTTS: PLEASE PUTT OUT ON ALL HOLES!**
8. **We play the ball down, no bumping unless we declare winter rules due to course conditions. and if so, then YOU MAY LIFT AND PLACE the ball 6 inches of its lie, no closer to the hole. This rule would apply "through the green" (including the rough!), per USGA standards when winter rules are declared.** You MAY NOT replace your ball in hazards or on the green.
9. **SANDTRAPS: due to the Covid, some traps do not have rakes, so IF THERE ARE NO RAKES, You may take a preferred lie in the trap, within 6 inches of the effected area, no closer to the hole.**

## TWO PERSON TEAM SCRAMBLE RULES

THIS IS A NET EVENT. ALL TWO PERSON TEAMS WILL BE GIVEN A TEAM HANDICAP BASED ON THEIR SCORES FROM PREVIOUS DAYS OF PLAY IN THE STABLEFORD TOURNAMENT. THE HANDICAP WILL BE SUBTRACTED FROM THE GROSS TEAM SCORE TO DETERMINE THE WINNERS.

ONE SCORECARD PER TEAM SHOULD BE TURNED IN AT THE END OF PLAY WITH GROSS SCORES ON EACH HOLE.

**TEAM HANDICAPS:** AFTER THE STABLEFORD TOURNAMENT, THE CCW HANDICAP COMMITTEE WILL ADJUST EVERYONES HANDICAPS TO BE USED FOR THE SCRAMBLE. WE THEN DETERMINE YOUR TEAM HANDICAP FOR THE SCRAMBLE. TO DETERMINE THE TEAM HANDICAP WE WILL ADD BOTH PLAYER'S HANDICAPS TOGETHER, THEN DIVIDE THE TOTAL BY 4.(25%).

EXAMPLE: PLAYER 1 HCP 20, PLAYER 2 HCP 24,  $20+24=44$ ,  $44 / 4 = 11$  Team handicap will be 11.

**DRIVES:** YOU **MUST** USE EACH PLAYERS DRIVE AT LEAST 6 TIMES!!

**NO GIMMEE PUTTS ! YOUR MUST PUTT EVERYTHING OUT!**

**HAVE FUN! BE SAFE AND COVID RESPONSIBLE!**

## SCORING:

**WILL BE DONE VIA OUR CCW COMPUTER SCORING PROGRAM. DAILY RESULTS AND PAIRINGS FOR THE NEXT DAY OF PLAY CAN BE ACCESSED VIA OUR CCWTOURS WEB PORTAL ON YOUR CELLPHONE, TABLET, OR COMPUTER: CCWTOURS.GOLFCLUB.NET**