



SCORECARDS: 3. COMPETITIVE GOLF INDIVIDUAL PAR OR BOGEY

David Weston, the former secretary of Enmore Park GC, writes the third in a series of the correct way to mark a scorecard - Competitive golf: Individual Stableford.

Secretary At Work: November 2011

For the benefit of the PLAYER and those members of the Competitions Committee or Professional Staff who have to check that Cards in all types of competitions, it is important that they have been correctly marked and submitted. This sequence of illustrations has been devised to try to ensure that all Competitive Cards fulfil the requirements of the Rules of Golf.

In those Competitions where a computer is in use, the computer will total the Medal score, calculate the Stableford score or work out the Bogey/Par result.

The two most common errors are:

- a) Something other than, or in addition to, the GROSS SCORE is included in the box for the Player, or the gross score is absent.
- b) The Markers Gross score is not in the column provided, but is elsewhere on the Card.

The following 6 examples are given. For each there is an explanation sheet and an example of a card.

- 1) Individual Medal (*library doc: 1066*)
- 2) Individual Stableford (Ladies & Gents for differing Stroke indices) (*library doc: 1071*)
- 3) Individual Par/Bogey
- 4) Bowmaker (3-Ball Team) (*library doc: 1084*)
- 5) Pro-Am 4-Ball Team (*library doc: 1088*)
- 6) 4 Ball Better Ball Pairs (*library doc: 1093*)

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The obligations of the committee (Rule 33) and the player (Rule 6) are exactly the same as they are for Medal golf. In a par or bogey competition the player is playing each hole against the par of that hole.

Only the player's gross score should be recorded in column A.

It is strictly the responsibility of the committee to calculate from the recorded gross score if the hole has been won (+), halved (o) or lost (-). However, it is usual for the marker to check how the player has done against par on each hole and record it in the column provided. His/her own gross score should go in the marker's column D. At the end of each 9 holes, there is a space at the bottom of the column for the difference between holes won and holes lost. In addition, at the left-hand side of the card, the marker should record the number of holes won and lost. The difference between them should tally with the final score at the right hand side. The result against par should then be recorded on the score card in the box provided.

Tip: Count up the number of holes halved and add it to the numerical values of holes won and lost. It should equal 18.

Prior to starting the player should put a mark or cross at the side of each hole at which he/she is entitled to a stroke and 2 marks or crosses at each hole where there is an entitlement of 2 shots. Some players prefer to circle or double circle the square. This enables the marker to know how the player has done against par for that hole and record it in the column provided.

Once the hole has been lost, the player should pick up his/her ball. A par competition should be the fastest individual form of golf.

At the end of the round, the gross score for each completed hole and N/R for the others should be entered into the computer. The computer is programmed to account for several uncompleted holes for handicapping purposes.

The following is an example of a specimen card.

COMPETITION DANIEL CUP				DATE 12-06-04				Please indicate which tee used		<input checked="" type="checkbox"/>			
TIME 10-15	ENTRY NO 24	H'cap	Strokes Rec'd	PLAYER(S) : ABCD				H'cap	Strokes Rec'd	PAR 71	<input checked="" type="checkbox"/>		
A J McLEOD		21	21	C						PAR 71			
B				D S. SPENCER				8	8	PAR 74			
									SSS 70				
									PAR 73				
									SSS 73				
Hole	(D) Marker's Score	Name	White Yards	Yellow Yards	Par	Stroke Index	Score			W = + B = 0 R = -	Landing Yards	Par	Stroke Index
1	-	Jubilee	385	378	4	10	-			-	363	5	12
2	3	Church	146	142	3	16	-			-	124	3	18
3	4	Castle	369	362	4	6	4			+	345	4	6
4	-	Lapwing	337	311	4	14	5			0	304	4	10
5	4	Barford	411	401	4	2	5			+	342	4	2
6	5	Roughmoor	491	479	5	18	6			0	457	5	14
7	4	Kingfisher	179	170	3	4	1			-	158	3	8
8	5	The Barn	385	358	4	8	1			-	264	4	16
9	4	The Pond	408	376	4	12	4			+	355	4	4
OUT			3111	2977	35					-1	2712	36	
<p>WHITE DISKS ON FAIRWAY ARE 150 YDS FROM CENTRE OF GREEN PLEASE AVOID SLOW PLAY AT ALL TIMES</p>													
10	5	The Oak	437	430	4	1	6			0	420	5	3
11	5	Durleigh	471	466	4	7	1			-	425	5	13
12	4	Pheasant	218	202	3	3	4			+	182	3	11
13	-	Quantocks	375	364	4	11	1			-	345	4	1
14	3	The Lake	352	341	4	15	5			0	330	4	7
15	3	Heron	166	157	3	9	4			0	141	3	15
16	6	Wind Down	488	477	5	5	5			+	443	5	5
17	4	Quarry Copse	320	313	4	17	1			-	299	4	9
18	5	The Tor	496	491	5	13	6			0	421	5	17
IN			3323	3241	36					-1	3006	38	
OUT			3111	2977	35					-1	2712	36	
Result			-2	TOTAL	6434	6218	71			-2	5718	74	
<p>PLEASE REPLACE DIVOTS REPAIR PITCHMARKS</p>										<p>HANDICAP NETT -2</p>		<p>STABLEFORD POINTS OR PAR RESULT</p>	
Marker's Signature J. McLeod						Player's Signature S. Spencer							

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