



Rules and Policies

Schneider's reserves the right to remove any player from association play for cheating of any kind or any conduct detrimental to other players or the course/facilities. If you are found guilty, you will be removed from ANY and ALL associations at either course.

Specific examples of cheating in association include but are not limited to:

- Falsifying scores
- Signing scorecards with knowledge that the information is inaccurate
- Not putting out and still writing down a score. All holes must be finished to be able to record a score. There are no gimmies!
- Not playing within the rules of golf. It is your responsibility to familiarize yourself with the rules of golf to be able to play the game accordingly. When in doubt, call the pro shop for a ruling.
- You cannot improve your lie, bump the ball etc. The general penalty is incurred for these actions
- The fence line and boundaries are considered out of bounds. This is treated differently than red staked hazards.

Description of games

Net:

A net golf game is a golf game where players' gross scores are adjusted by subtracting their handicaps to calculate their net scores. The player with the lowest net score wins.

The golfer only needs to track their total strokes on each hole throughout their round and turn in their scorecard. Our scoring system will factor in your handicap to give your net score for the round

How to calculate a net score

1. Calculate each player's gross score, which is the total number of strokes taken on each hole
2. Subtract each player's handicap from their gross score
3. The resulting score is the player's net score

Gross:

A gross golf game refers to a round of golf where a player's score is calculated based solely on the total number of strokes they take within a round.

Key points about gross golf:

No handicap factored in

Unlike a "net" score, which takes a golfer's handicap into account, a gross score only considers the actual number of shots taken.

Measures raw ability:

A gross score provides a clear picture of a golfer's true playing ability, as it doesn't adjust for skill level differences between players.

Stableford:

Stableford scoring uses a point system. Instead of counting your total number of strokes for a round of golf, you will convert your score on each hole into points which get added together over the course of a round.

Stableford points correlate to how well you play. The better you play, the more points you get.

The number of points assigned to each hole in a Stableford event is up to the tournament committee. A common or standard Stableford point value would be:

- Albatross: 6 points
- Eagle: 4 points
- Birdie: 2 points
- Par: 0 points
- Bogey: -1 point
- Double Bogey: -2 points

Shamble:

A shamble is a golf tournament format where players tee off, select the best drive, and then play their own ball from that position. It's a variation of a scramble format, but with an emphasis on individual play.

How it works

1. Each player tees off
2. The team chooses the best drive
3. Each player plays their OWN ball from the best drive position
4. Players play their OWN ball until they hole out
5. Players will write down their individual scores

Chicago:

Chicago is a golf format that uses a quota system to determine a player's score. It's similar to Stableford, but it's designed to include players with higher handicaps.

Players start the round with a negative score based on their quota. For example, a scratch golfer starts at -39.

Earn points

Players earn points for their performance on each hole. The point system is:

- Double bogey or worse: 0 points
- Bogey: 1 point

- Par: 2 points
- Birdie: 4 points
- Eagle: 8 points
- Albatross: 16 points

How it works

- Determine the quota

Before the round, each player calculates their quota based on their handicap. The formula is 39 minus the player's handicap. For example, a player with a 1 handicap has a quota of 38 points.

2 Man Best Ball:

2-Man Best Ball involves teams of two golfers who play as partners, each playing his or her own golf ball throughout. Each golfer on the team just plays normal golf, in other words. We'll call the golfers on our example team Player A and Player B.

On each **hole**, players A and B each play their own ball until both players' golf balls have been holed out.

Which of them had the lower score on the hole? That's the team score:

- If Player A makes a 4 and Player B scores a 6 on the first hole, the team score on Hole 1 is 4.
- If Player A scores 5 and Player B scores 4 on the second hole, the team score on Hole 2 is 4.

The association scorer will factor in handicaps since this is a net game

2 Man Scramble:

Golfer A and Golfer B form a team in a two-man **scramble**. On the first tee, both golfers hit drives. They compare the results. Which ball is in the best position? Let's say Golfer B's drive is best. So Golfer A picks up his ball and moves it to the location of Golfer B's. (The most commonly used criteria for placing the moved ball is to place it within one club length of the selected ball's position.)

Both golfers then play their second **strokes** from that location. They compare the results of the second strokes and, again, select the ball in the best position. The other golfer moves his or her ball to that location.

This method of play continues until the golf ball is holed to record the team score.

It is important to note that you may **NOT** improve your lie when using your one club length to move from rough to fairway, sand to grass, fringe to green etc.

Alternating Tees:

Ages 70 & over will alternate **yellow/gray** blocks(found in fairway)

Ages 60-69 will alternate yellow/white

Ages 59 & under will alternate white/blue

This format is used to vary the distances that you normally get on the course as you will be moving from blue, white and/or yellow tees. This will make some holes harder than normal and some easier.

Example 1- If you are 59 years or younger, on hole 1 you will be teeing off from the WHITE tees, hole 2 will be BLUE tees will follow that pattern all the throughout your round.

Example 2- If you are 60 and older, on hole 1 you will be teeing off from the yellow tees, on hole 2 you will tee off from the white and will follow that pattern all the way throughout.

4 Clubs & a putter:

This game will allow the player to designate 4 clubs that they will use for that round along with their putter. Choose wisely because you only get 4! This will force the need to get creative with your club selection as well as your shot making.

3 Mulligans:

Throughout the course of your round, you will be able to choose 3 shots that you want to use a mulligan on. This allows you to have a do over on any shot whether it's a drive, putt, iron shot etc. **IMPORTANT:** When you decide to take your mulligan, you have to play that shot and cannot choose to take the result of your first shot.