

New Player Information

♦ Paying your fee at a match

- To avoid confusion in the golf shop, the host club will receive a single payment by cash or check from each team captain at least thirty minutes before the scheduled shotgun. Credit cards are not accepted. By contract, the current fee is \$65 per player for however many are on his roster for that match.
- Individual players may purchase other goods and services in the golf shop but will not be part of the team payment process. The team captain determines how his players settle their portion of the team fee.

♦ Our game: Stableford points based on net scores

- Net double bogey or higher (incl. pickup holes) = 0 points.
- Net bogey = 1 point.
- Net par = 2 points.
- Net birdie = 3 points.
- Net eagle = 4 points.
- Net albatross = 5 points.

♦ Determining winners

- The top four teams at each match receive merchandise certificates redeemable in the host club's golf shop. Certificate values are based on the number of players. A payout chart is located [here](#).
- Places are determined by the best 6 of 8 Stableford point totals for each team playing in the match. Ties are broken by using the best 5, best 4, etc. until the tie is broken.

♦ Handicaps

- For his first three SMI rounds, a new player's handicap is based on his USGA Handicap Index and his recorded score is limited to a maximum of 38 points.
- After three SMI rounds, his handicap will be based on his SMI Handicap Index and he is free to score as many points as he can.

♦ Rules

- USGA Rules apply. Click [here](#) for a few minor exceptions.

♦ How to keep score

- Do not keep your own scorecard. Exchange official scorecards within your group. The marker and player must both sign the card. The player is responsible for the accuracy and legibility of his card. At the scorer's table, when in doubt, we use the darkest shaded bubble at each hole and enter zero for an unshaded hole.

378 Bobby Jones DW Hcp 5 - Starting Tee 03A		Senior Men's Interclub Scioto Country Club Black tees; 6,960 yds; 74.1/140/100.1												To: <i>JD</i> Marker: <i>Bobby Jones Jr</i> Attest:				
		Par 4 4 4 Yds 420 458 380 Hcp 9 1 11 Hole 1 2 3			3 4 5 190 442 556 15 3 7			4 5 3 376 516 162 13 5 17			4 4 5 407 362 546 4 8 2					4 3 4 446 232 426 16 14 12		
		89 89 89			89 89 89			89 89 89			89 89 89			89 89 89				
		67 67 67			67 67 67			67 67 67			67 67 67			67 67 67				
		45 45 45			45 45 45			45 45 45			45 45 45			45 45 45				
		23 23 23			23 23 23			23 23 23			23 23 23			23 23 23				
		01 01 01			01 01 01			01 01 01			01 01 01			01 01 01				

- On your scorecard you'll see a crease mark between holes 9 and 10. Fold the card neatly so it will fit on your cart's steering wheel clipboard.
- At each hole, your marker shades the bubble corresponding to your gross score. To shade a bubble, stay near its center and fill at least 50 percent.
- To improve our pace of play, please "pick up" when you can no longer score a point **and** have reached your maximum equitable stroke control (ESC) limit. A pickup is scored by shading the bubble marked "0".
- At the end of your round, cross check your hole-by-hole scores as read out by your marker in the other cart. The two gray rows near the middle of the scorecard on your cart are for personal, unofficial use; you might use them to keep track of the scores made by the players in your cart.
- Your scorecard must be signed by you as well as by your marker. Limit your signatures to the end of the card and write small. Do not invade the timing mark area at the bottom of the card with stray pen or pencil strokes.
- Check the electronic scoreboard near the scorer's table to verify the calculated score for your card and the cards you marked. If you suspect an error, ask the Committee to redo the calculation manually.
- Stableford points and stroke-controlled gross scores are computed by the committee after the match. Please keep your scorecard legible to facilitate computer data entry.