

Yellow Ball Peril

4 Man team full handicap allowance stableford.

Played off of the Tees of the Day (stones).

The Yellow ball rotates throughout the team BUT decide before starting to play in what order your team is playing. The Yellow Ball is given to the first player for Hole 1. If you have been allocated "Albert" he must be entered onto your score card as player 4.

Whoever has the **YELLOW PERIL** scores double the stableford points on that hole and ONE other team member scores their exact stableford points to give the combined hole score.

If any team member loses their **YELLOW PERIL** ball then they can only score a single exact score THROUGHOUT the remainder of the game - they have lost the **DOUBLE** allowance.

The secret is to keep your **YELLOW BALL** in play throughout the round, so enjoy climbing the slopes and barrancas to retrieve a potentially lost ball!! Have FUN.

A Variation of this Yellow Ball is the Friendly version where the same format is used but TWO other exact Stableford scores count along with the Yellow Ball on each hole.