

The Colin Rolls trophy (previously the EGTEC Competition)

The Captains of the teams are

- Armen Derderian - [The Babes & the Boys](#)
- Marja Allen - [The Mulligans](#)
- Reno Harboe-Sorensen - [Friday's Men](#)
- Alex Jeanes - [The Andy Caps](#)

Other captains and teams are very welcome

Procedure - General

1. The Captain shall name his team and register it with the **organiser** Alex Jeanes.
2. Each Captain shall collect a minimum of 4 players to play for his team. A team may register any number of players. **Captains should do their best to include at least one high handicapper or one newcomer with no handicap in their team.**
The team name and at least 4 players shall be registered by E-mail at least one week before round 1 – alexjeanes@aurora.nl. It will be possible to add players later. However, it will not be possible to play for 2 teams in the calendar year. If a player has played for one team, he may not play for any other team. If a player is registered for one team and has not actually played for that team he may transfer to and register for another team.
3. The 4 events in the competition will be played on the dates in the EGC Calender:
The first event shall be the Scramble and this shall be cancelled if the weather conditions do not look favourable.
All the events are played with Stableford scoring. The Formats are defined below.
The first three events will have start tee-times, the Foursome a shotgun start.
4. Captains shall register their flights with the **organiser** by 12:00 on the Thursday prior to the event. The **organiser** will with help circulate electronically the tee times for those registered. The **Team Captains** shall ensure that their players play at the correct time and that after the round their cards are correctly filled in and posted in the allocated place in The Check-In.
5. All results with team positions will be circulated by E-mail.
6. The prize giving for all four events shall take place immediately after the Foursome event, which will be a shotgun start. This will allow all CRT competitors to conveniently attend the prize giving.
7. The final score of a team is the sum of the Stableford points made in the 4 individual events. The winning team is the team with the highest final score.
8. In the event of a tie, the results in the Foursome Competition shall decide. Should it still be a tie the results in the Better ball shall decide. Should it still be a tie the results in the Greensome shall decide. Then we toss for it.
9. There are prizes for the best score of each round. Ties being decided by the lowest strokes received.
10. Players without a handicap who have never had a handicap and players with an exact handicap greater than 36 shall play with an exact handicap of 36. Players without a handicap who have previously had a handicap will be assigned an exact handicap for the purposes of the CRT by the EGC handicap secretary in consultation with the CRT organiser and the player's Captain.
11. In the interest of fair play the organisers shall assess the results of the events, and if there are very high outlying scores consider results of other competitions and be able to propose a reduced handicap for a player to that teams captain for the purpose of future CRT rounds.

Any queries should be addressed to the organiser Alex Jeanes and his deputy Rod Allen.

Procedures - The individual Events

All "strokes received" calculations will be rounded to the nearest whole number, 0.5 is rounded up.

Scramble

For the Scramble a team may enter any number of pairs. The "strokes received" shall be the lower of the players.

- Examples: 1. A 1 player group with strokes received of 19 shall receive 19 strokes
2. A 2 player group with strokes received of 21 & 16 shall receive 16 strokes

The team score shall be the sum of the scores of the best two groups.

- Examples: 1. A three group team score 31,35 & 34 stbl. Pts.. The team score is $35 + 34 = 69$
2. A team entering only one group which scores 41 stbl. shall score $41 + 0 = 41$

Greensome

For the Greensome a team may enter any number of pairs. A pair usually consists of 2 players but may consist of 1 player. (see format description). The strokes received for a "2 player pair" shall be 2/5ths of the higher strokes received plus 3/5ths of the lower strokes received. A "1 player pair" shall receive his/her normal "strokes received".

- Examples: 1. A pair have strokes received of 15 and 26. Their handicap for the Greensome is $(15*3)/5 + (26*2)/5 = 19.4 = 19$
2. A pair of ladies (playing from red) have strokes received of 18 and no handicap. Their handicap for the Greensome is $(30*2)/5 + (18*3)/5 = 22.8 = 23$

The team score shall be the sum of the scores of the best 2 pairs.

- Examples: 1. A three pair team scores 28,31 and 37 stbl. points. The team score is $37 + 31 = 68$
2. A one pair team scores 45 stbl. pts. The team score is $45 + 0 = 45$

Better Ball

For the Better Ball teams may enter any number of pairs. A pair usually consists of 2 players but may consist of 1 player. Each player shall play individual Stableford using his usual strokes received. The team score shall be the sum of the scores of the best two pairs

- Examples: 1. A three pair team scores 28,31 and 37 stbl. points. The team score is $37 + 31 = 68$
2. A one pair team scores 45 stbl. pts. The team score is $45 + 0 = 45$

Foursome

For the Foursome a team may enter any number of pairs. A pair usually consists of 2 players but may consist of one player (see format description). The strokes received for a "two player pair" shall be the sum of their "strokes received" divided by 2. The strokes received for a "one player pair" shall be his/her normal "strokes received".

- Examples: 1. A pair have strokes received of 13 & 23. Their handicap is $(13+23)/2 = 18$
2. A pair of men (playing from yellow) have strokes received of 42 and 22. Their handicap is $(27+22)/2 = 24.5 = 25.0$
3. A one player pair with "strokes received" of 23 shall receive 23

The team score shall be the sum of the scores of the best 2 pairs.

- Examples: 1. A three pair team scores 25,27 and 35. The team score is $27 + 35 = 62$
2. A one pair team scores 37 stbl.pts. The team score is $37 + 0 = 37$

Formats

Scramble

- 2 players from the same team play as a pair*
 - Every player in the pair tees off. This counts as one shot for the pair.
 - The pair selects the ball it likes best and everyone plays from this position. This counts as the second shot for the pair. The ball may be placed on the fairway (closely mown grass) but must be dropped in the rough or hazard.
 - This process is repeated until the ball is holed. Each time the process is repeated it counts as one shot for the pair.
- * *If a team has an odd number of players available it may enter one and **only one** "one player group". A "one player" group shall play individual stableford.*

Greensome

- Two players from the same team play as a pair.**
 - Both players tee off at each hole
 - The pair select one of the balls and the player whose ball was not selected plays the ball. The players then play alternate shots until the ball is holed. The score for the hole is the number of shots played to hole the ball. The shot played with the discarded ball is not counted.
 - Should the team incur a penalty stroke then the next stroke shall be taken by the player who did **NOT** play the ball into the penalty stroke situation .
 - To avoid very slow play a team shall pick up when they cannot record any points for the hole.
- ** *If a team has an odd number of players available it may enter one and **only one** "one player pair". A "one player" pair shall play individual stableford.*

Better Ball

- Two players from the same team play as a pair***.
- Players play individual stableford.
- The score for the pair at a hole is the best stableford score of the two players.
- The overall score for a pair is the sum of the best stableford score at each hole.
- To avoid slow play a team shall pick up when they cannot record any points for the hole.

Example: Player 1 gets 2 stb. pts., Player 2 gets 4 stbl. pts. The score for the hole is 4 stbl. points

****If a team has an odd number of players available it may enter one and **only one** "one player" pair. A "one player" pair shall play individual stableford.*

Foursome

- Two players from the same team play as a pair****
 - One player tees off at the even number holes and the other player tees off at the odd number holes.
 - Players then play alternate shots.
 - Should the team incur a penalty stroke then the next stroke shall be taken by the player who did **NOT** play the ball into the penalty stroke situation
- *****If a team has an odd number of players available it may enter one and **only one** "one player" pair. A "one player" pair shall play individual stableford .*