



5. Rainbow Team Trophy Rhein-Neckar (May 25 - 27, 2022)

Hohenhardter Hof Golf Club, 69168 Wiesloch-Baiertal
Heidelberg-Lobefeld Golf Club, 74931 Lobbach-Lobefeld



Dear friends of team sports! For the 5th Team Äffle and Team Pferdle will compete against each other for the coveted Team Trophy in Ryder Cup/Solheim Cup mode over two days on two great golf courses. An exciting competition not to be missed and which is unique in the rainbow golf landscape.



Please note the information on registration and hotel booking on the next page.
 If you have further questions, please contact Armin Wallnöfer's team via teamtrophy@german-rainbow-golfers.com

Information about German-Rainbow-Golfers eV and other activities/events here:
www.german-rainbow-golfers.com

Program

Wednesday May 25	Arrival	
from 18:00	Accreditation at the Hotel Arts Konoba Ludwigstraße 4, 68789 St. Leon-Rot	Please bring tournament entry fee in cash
in connection	Dinner at the Hotel Arts Konoba a la carte	
Thursday May 26	Rainbow Team Trophy - Runde 1	GC Hohenhardter Hof Wiesloch
9:30	Get together im Golfclub Captain's briefing	
10:30	Tee off round 1 Mode: Chapman foursome - see below for details	E-carts in advance at Reserve GC
19:00	Dinner at the Hotel Arts Konoba Dinner á la carte (incl. vegan/vegetarian alternatives)	
in connection	Results round 1 Captain's briefing round 2 including pairings	
Friday May 27	Rainbow Team Trophy - Runde 2	GC Heidelberg Lobenfeld
9:30	Get together im Golfclub	
10:30	Tee off round 2 Mode: Foursome Flight match play - see below for details	E-carts in advance at Reserve GC
in connection	Award ceremony Dinner à la carte at the GC Heidelberg Lobenfeld	

Format: Based on the Ryder/Solheim Cup, two teams will compete against each other. The teams are selected according to the World Handicap Index (formerly DGV handicap) per player to ensure a balanced and exciting game.

Registration: Please by April 30th. Sign up here: <https://forms.gle/1gx2YssTqD1UVEAy6> The number of participants is limited to 28 participants. Registrations are considered in the order of receipt. We will inform you if you have ended up on the waiting list and clarify with you personally how flexible you are in planning (in order to move up at short notice if necessary). Subject to change.

Hotel: [Hotel Arts Konoba in St. Leon-Rot \(www.hotel-arts.de\)](http://www.hotel-arts.de) . Please book the hotel directly by May 2nd. under the keyword "Rainbow Team Trophy". A contingent of rooms has been reserved at special rates. After May 2nd availability can no longer be guaranteed.



Teams

Who better to represent the Southwest than the Äffle and the Pferdle. We asked both of them if they would be willing to sponsor our Team Trophy. Both said unanimously: “ *Ha Freile, the macha mr would love to!* ” Accordingly, an Äffle team and a Pferdle team will fight for the coveted German Rainbow Golfers Team Trophy.

Team Äffle - team color: red

- Markus (Captain)

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Team Pferdle - team color: blue

- Stephan (Captain)

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Notice:

We ask that you wear **team** color outerwear during rounds of golf. This helps to distinguish the teams visually and promotes team spirit.

Tournament mode

If you have any questions, the two captains are available to answer questions.

None of the rounds are handicap effective.

Disclaimer: For better readability, the following text is not "gendered".

Day 1: Chapman-Foursome

The Chapman quad is very similar to the select drive quad but offers a simplification in play.

game mode

Two players form a party together. Both partners tee off a ball at each tee. After that, they swap balls and each player hits his partner's ball. Only after the second hit do the partners choose one of the two balls and play it alternately.

The other ball is lifted and does not count. If the first player's ball decision is made, the second player takes the next shot, then player one again, and so on until the ball is holed. Penalty strokes do not affect the order of play

The rating

In the Chapman foursome, two equal-sized groups of golfers, who represent their team in teams of two, play a hole game against their opponents. For example, with 10 players per group: two golfers per flight play as a team for one point for the overall ranking. This means that 5 points will be awarded on Saturday. Each hole played is settled as WIN / SHARE or LOST.

The calculation is very simple: Each team of 2 has a target per hole. This is calculated as follows: The handicaps of both partners are added and divided by two. The score is the team's handicap (0.5 rounds up to whole strokes). The specifications take into account both your handicap (i.e. similar to the normal Stableford mode) and the handicaps of your competitors ($\frac{3}{4}$ difference between your own handicap and the handicap of your competitors). Sounds more complicated than it is - the guidelines will be on your scorecards. Since the team only plays one ball to the end, there is only one result per team per hole that is compared with the opposing flight.

Example:

Team Äffle: The team players 1+2 have played their handicap and receive 2 points accordingly

Team Pferdle: The team players 3+4 has overplayed their handicap by 1 and accordingly only receives 1 point.

The hole in this case is won by Team Äffle as 2 points were scored versus 1 point. Team Äffle takes the lead with "one up". Hole by hole it then continues in the same mode: There is one team per hole, which means that the hole can be won for itself. The team that wins the most holes wins the match and earns a point for the team's overall standings.

Day 2: Four-way flight match competition

In the same groups, the players compete against each other in a single match. For example, if there are 10 players per team, 10 points are awarded again, which results in a total of 15. The team that achieves at least 8 points wins the Rainbow Team Trophy. Yeah!!! At 7.5 points, both teams win.

The game mode is the same as on Saturday, with the difference being 1v1. For each hole, it is decided who won the hole according to the specification on the score card. As on the previous day, the specification takes

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into account both your own handicap and the handicap of your competitor ($\frac{3}{4}$ difference rule). Whoever has won the most holes after 18 holes wins the match and secures a point for the team's overall ranking.

The flight order for Saturday (team of 2) and for Sunday is determined by the captains. It is therefore possible that good and less good specifications meet. That is what makes the game so appealing. Team success trumps individual success.

In both forms of the game, there is a possibility that a team may already have lost before the 18th round. A fairway can win the entire match. If this is the case, play continues, the results are still compared and noted per hole. The round is only over after the 18.

From the official rules

Excerpts from the official rules of the DGV can be read below - can be read at https://serviceportal.dgv-intranet.de/spielbetrieb/wettspielanleitung/i1005_1.cfm

Chapman-Foursome

The Chapman quad is very similar to the select drive quad, but offers a further simplification in play.

game mode

Two players form a party together. Both partners tee off a ball at each tee. After that, they swap balls and each player hits his partner's ball. Only after the second hit do the partners choose one of the two balls and play it alternately. From this point on, the game mode no longer differs from that of the foursome with selection drive.

The other ball is lifted and does not count. If the first player's ball decision is made, the second player takes the next shot, then player one again, and so on until the ball is holed. Penalty strokes do not affect the order of play. Except for the tee-off rule, the game is played according to the usual counting game rules.

game form

Four-Ball can be played as a match play (Rule 30) or stroke play (Rule 31). Since the partners are allowed to consult each other during the game, a four-ball can under no circumstances be handicap-effective.

special rules

Special features of the rules result from the game mode of the "double" tee. Examples:

- After the tee shot, both balls end up out of bounds or are lost: In this case, the right to choose is limited to putting another ball into play by one of the partners with a penalty stroke
- If a ball (or both balls) is lost after a mixed pair has teed off, the balls are still played crosswise. In this case, the gentleman would have to play the next ball from the women's tee and the lady the next from the men's tee. Then the decision for one of the two balls is made.
- A provisional ball may be played after the tee for both balls in the Chapman foursome. Only in the case of a provisional ball for the second stroke would the provisional ball automatically become a new ball in play.

match play

The hole game Matchplay) is the original form of golf in which two players play directly against each other. Instead of individual players, two parties consisting of two players each can compete against each other.

Before counting was introduced in the 18th For centuries, golf was only played as a match game.

game form

It is played in holes. The player who holes on a fairway with fewer strokes wins the hole. If both players need the same number of strokes for the hole, the hole is shared. A match play is usually scheduled for 18 holes but could be completed earlier, in the extreme case after 10 holes if all of them have been won by one side.

counting card

Scoring cards are generally not used in match play. The important thing is that both parties always agree on the score. If you still want to use a scoring card, it is sufficient to enter a + for a won hole, a - for a lost hole or a 0 for a shared hole.

Captain's note: In order to ensure transparency, the respective results per hole can be recorded in our tournament - if at least one of the competitors so wishes.

winner

The player who leads by winning more holes than there are still holes wins. Example:, ie a player is lying after the end of the 15th If holes "4 open", he has already won the game "4 and 3" there, since there are still three holes to go and the opponent no longer has a chance of winning. If a player is "3 up" with three holes to go, the game is "dormie" for him, he can no longer lose on the remaining holes to be played. A match may end in a draw. In most cases, however, play continues hole by hole in a jump-off until a player wins the decisive hole.

Gross Net

A match play without considering the players' defaults is a gross match play. However, hole games can also be played net, ie taking the handicap into account. For this purpose, the difference in the specifications of the opposing parties is distributed over the fairways according to the difficulty of the course. Example: Player A has a handicap of 20 and Player B has a handicap of 30. Taking the full difference into account, Player B would receive a handicap stroke on each of the ten most difficult holes. Depending on the decision of the match officials and the announcement in the announcement, the full difference in the specifications does not have to be taken into account in the net match.

Captain's note: We count $\frac{3}{4}$ of the difference between the specifications.

Give a gift

Only in match play can the opponent gift a player the next stroke as holed. A whole hole or even a whole game may be given as a gift. Such gifts may not be refused or revoked. Nevertheless, a player may still play a hole that has already been conceded.

base penalty

Instead of incurring two penalty strokes for breaking a rule, as in stroke play, breaking a rule in match play means "losing a hole". The hole is thus won by the opponent.



Anyone who has read the rules carefully
may look at this picture as a reward and
humming the oat and banana blues...

.. or watch here:

https://www.youtube.com/watch?v=7FyaEEMRY_A