



## 6th Rainbow **Team Trophy** Rhine-Neckar (17 - 19 May 2023)

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

Dear friends of team sports! For the 6th time, 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 registration information and hotel booking on the next page.

For further questions please contact the team at Armin Wallnöfer via [teamtrophy@german-rainbow-golfers.com](mailto:teamtrophy@german-rainbow-golfers.com)

Information about the German-Rainbow-Golfers e.V. and other activities/events here:  
[www.german-rainbow-golfers.com](http://www.german-rainbow-golfers.com)

## Programme

## Important

### Wednesday 17.05. Arrival

from 18:00

#### Accreditation at Hotel Arts Konoba

Ludwigstraße 4, 68789 St. Leon-Rot

Tournament entry fee  
please bring cash

Subsequently

#### Dinner at Hotel Arts Konoba

à la carte

### Thursday 18.05.

#### Rainbow Team Trophy - Round 1

#### GC Hohenhardter Hof Wiesloch

9:30

Get together at the golf club

Captain's Briefing

10:30

#### Starting times round 1

Mode: Chapman Foursome - see below for details

Book e-carts in advance at the GC

19:00

#### Dinner at Hotel Arts Konoba

à la carte (small menu incl. vegan/ vegetarian alternatives)

Subsequently

#### Results Round 1

Captain's Briefing Round 2 incl. pairings

### Friday 19.05.

#### Rainbow Team Trophy - Round 2

#### GC Heidelberg Lobenfeld

9:00

Get together at the golf club

9:30

#### Starting times round 2

Mode: Hole competition in foursome groups - details see below

Book e-carts in advance at the GC

Subsequently

#### Award ceremony

À la carte meal at GC Heidelberg Lobenfeld

**Format:** In the style of the Ryder/Solheim Cup, two teams will compete against each other. The teams will be put together according to the World Handicap Index (former DGV master handicap) per player to ensure a balanced and exciting game.

**Registration:** Please register here by 30.4: <https://forms.gle/bs5v5kPF4sMFo1A5A>  
The number of participants is limited to 28. Registrations will be considered in the order in which they are received. We will inform you if you have ended up on the waiting list and clarify with you personally how flexible you are in your planning (in order to move up at short notice if necessary). Subject to change without notice.

**Hotel:** [Hotel Arts Konoba in St. Leon-Rot \(www.hotel-arts.de\)](http://www.hotel-arts.de). Please book the hotel directly by 15.4. under the keyword "Rainbow Team Trophy". A room contingent has been reserved at special conditions. After 15.4. availability can no longer be guaranteed.

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## Teams

Who could represent the southwest better than the "Äffle" and the "Pferdle"? We asked both of them if they would be willing to be the patrons of our Team Trophy. Both of them unanimously said: "*Ha freile, das macha mr doch gern!*" Accordingly, an Äffle team and a Pferdle team will compete for the coveted German Rainbow Golfers Team Trophy.

<b>Team Äffle</b> - Team colour: red	<b>Team Pferdle</b> - Team colour: blue
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### Hint:

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

**Please note: The following text has been translated by using deep-translation services w/o manually editing it afterwards. Therefore some translations may not be 100% correct or may sound funny ;-)**

## Tournament mode

If you have any questions, the two captains will be happy to answer them.

None of the rounds are handicapped.

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

### Day 1: Chapman Foursome

The Chapman foursome is very similar to the foursome with selection drive, but offers a simplification in terms of play.

#### Game mode

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

The other ball is picked up and does not count. If the decision is made for the first player's ball, it is the second player's turn with the next stroke, then player one again and so on until the ball is holed. Penalty strokes do not affect the order of play

#### The rating/counting

In the Chapman Foursome, two groups of golfers of equal size representing their team play in teams of 2 against their opponents in a match play competition. I.e. with e.g. 10 players per group: two golfers per group play as a team for one point for the overall ranking. Thus 5 points are awarded on the first day. Each hole played is scored as WON / DIVIDED or LOST.

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

#### Example:

Team Äffle: The team player 1+2 has played his handicap and receives 2 points for it accordingly

Team Pferdle: The team players 3+4 have overplayed their handicap by 1 and therefore receive only 1 point.

In this case, the hole is won by Team Äffle because 2 points were scored compared to 1 point. Team Äffle takes the lead with "one up". Hole by hole, the match continues in the same mode: There is one team per hole that wins the hole. The team that has won the most holes wins the match and scores one point for the overall team ranking.

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## Day 2: Hole competition in a four-man group

In the same groups, the players compete against each other in single hole play. For example, if there are 10 players per team, another 10 points are awarded, which adds up to 15. The team that achieves at least 8 points wins the Rainbow Team Trophy. Yeah!!! With 7.5 points, both teams win.

The game mode is the same as on the first day with the difference that 1 plays against 1. The winner of each hole is decided according to the handicap on the scorecard. As on the previous day, the handicap takes into account both the player's own handicap and the handicap of the competitor ( $\frac{3}{4}$ -difference rule) The player who has won the most holes after 18 holes decides the match in his favour and secures one point for the team's overall ranking.

The group order for the first day (team of 2) and for the second day is determined by the captains. So it is possible that good and not so good targets meet each other. This is what makes the game so attractive. Team success takes precedence over individual success.

In both forms of play, there is the possibility that a team can already decide the entire match in its favour before the 18th hole. Should this be the case, play continues and the results are still compared and recorded per hole. Only after the 18th hole is the round over.

## From the official rules

The following are excerpts from the official rules of the DGV. available at [https://serviceportal.dgv-intranet.de/spielbetrieb/wettspielvorbereitung/i1005\\_1.cfm](https://serviceportal.dgv-intranet.de/spielbetrieb/wettspielvorbereitung/i1005_1.cfm)

### Chapman foursome

The Chapman four is very similar to the foursome with selection drive, but offers a further simplification in terms of play.

### Game mode

Two players form a party together. Both partners hit a ball at each tee. Then they swap balls and each player hits his partner's ball. Only after the second stroke do the partners choose one of the two balls and continue to 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 picked up and does not count. If the decision is made for the first player's ball, it is the second player's turn with the next stroke, 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 rules.

### Game form

Four-ball can be played as a hole game (Rule 30) or a counting game (Rule 31). As the partners are allowed to consult each other during the game, a fourball cannot be handicapped under any circumstances.

## Special rules

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

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

## Match play

Match play 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 also play against each other. Until the introduction of counting in the 18th century, golf was played only as a match game.

## Game form

The game is played hole by hole. The player who holes a hole with fewer strokes wins the hole. If both players need the same number of strokes for the hole, the hole is shared. A hole play match is usually scheduled over 18 holes, but could be finished earlier, in extreme cases after 10 holes if they have all been won by one party.

## Score card

In hole play, no counting card is generally used. It is only important that both parties agree on the score at all times. If you still want to use a counting card, it is sufficient to enter a + for a won hole, a - for a lost hole or a 0 for a split hole.

*Captains' note: To ensure transparency, the respective results per hole can be written down in our tournament - if at least one of the competitors wishes to do so.*

## Winner

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

## Gross/net

A match play without taking into account the players' handicaps is a gross match play. However, match play can also be played net, i.e. with crediting of the handicap. For this purpose, the difference in the handicaps of the opposing parties is distributed among the holes according to the difficulty of the course. Example: Player A has a handicap of 20, player

B has a handicap of 30. If the full difference is taken into account, player B would receive one handicap stroke on each of the ten most difficult holes. Depending on the decision of the match committee and the announcement in the invitation to play, the full difference in handicaps does not have to be taken into account in net hole play.

*Captains' note: We credit  $\frac{3}{4}$  of the difference of the defaults.*

#### Giving up a hole

Only in match play can the opponent gift a player the next stroke as holed. A gift of a whole hole or even a whole game may also be made. Such gifts may neither be refused nor revoked. Nevertheless, a player may still finish a hole that has already been gifted.

#### Basic penalty

Instead of incurring two penalty strokes for a rule violation as in counting play, a rule violation in hole play means "hole loss". The hole is therefore won by the opponent.



Those who have read the rules carefully,  
may look at this picture as a reward and  
humming the oat and banana blues to it....

... or watch here:

[https://www.youtube.com/watch?v=7FyaEEMRY\\_A](https://www.youtube.com/watch?v=7FyaEEMRY_A)