

25th Annual L&D Golf Tour

2001 Troon, Scotland, Winner Sam Bellamy
2002 Tralee, Ireland, Winner Sam Bellamy
2003 Southport, England, Winner Alex Kearns
2004 Bridgend, Wales, Winner Rob Ryall
2005 Deauville, France, Winner Nick Russell
2006 Edinburgh, Scotland, Winner Sam Bellamy
2007 St Andrews, Scotland, Winner Alex Kearns
2008 Aberdeen, Scotland, Winner Chris Emerson
2009 Bideford, England, Winner Willie Crowe
2010 Blackpool, England, Winner Sam Oatley
2011 Troon, Scotland, Winner Alex Kearns
2012 Carnoustie, Scotland, Winner Colin Dutnall
2013 Swansea, Wales, Winner Stu Walker
2014 Deal, England, Winner Chris Emerson
2015 Trevoise, England, Winner Andrew Kimber
2016 Scarborough, England, Winner Rob Ryall
2017 Ennis, Ireland, Winner Andrew Kimber
2018 Criccieth, Wales, Winner Kevin Crain
2019 Aberdeen, Scotland, Winner Andrew Kimber
2020 Saunton, England, Winner Andrew Compton
2021 St Andrews, Scotland, Winner Colin Smith
2022 Llandudno, Wales, Winner Chris Emerson
2023 Le Touquet, France, Winner Rory Trevest
2024 Middlesbrough, England, Winner Andrew Kimber

2025 Portpatrick, Scotland



2025 L&D

25th Anniversary Golf Tour

Portpatrick, Scotland

Thursday 26th June to Monday 30th June

Itinerary Summary

Accommodation is split across two Pubs in the centre of the town.

The Waterfront and The Crown, as you can see they are neighbours, with a semi communal space outside.

Crown Hotel
(3* 4.3 Google, 3.9 Tripadvisor ratings)
9 North Crescent,
Portpatrick, Wigtownshire,
Scotland, DG9 8SX
Tel: 01776 810261



The Waterfront
(3* 4.0 Google, 4.0 Tripadvisor ratings)
7 North Crescent
Portpatrick, Wigtownshire
Scotland, DG9 8SX
Tel 01776 810800

Checkin is from 3pm and the rooming list is as follows. Note the Crown is £5 pppn more expensive. Both accommodation include full Scottish breakfast. The rooming list in the hotel has been arranged as follows :

The Crown £180pp	The Waterfront £160pp
Sam Bellamy & Christian Bellamy	Sam Oatley & Andrew Kimber
Phil Stubbs & Chris Frappell	Stu Walker & Colin Dutnall
Jon Sumner & Alex Kearns	Tom Austin & Chris Emerson
Andy Musk & Matt Bolton	Steve Long & Marc Pelham
Rory Trevest & Steve Greatley	Paul Wilkinson & Dave Willingham
Rich Mason & Blaine Norridge	Craig Adams & Colin Smith
Matt Little & Lee Barton	
Matt Hains & Kevin Crain	

Money

Individuals have each paid £50 deposit pp. in November 24 or when they joined the tour.
The total amount for the Golf and Food on the two 36h days is £246pp
The total amount for the Hotel is either £180pp (Crown) or £160pp (Waterfront)

Incidentals

Coloured Balls - £7.29pp
Individual Winners Trophies * 4 = £3.56
Team Game Winners Trophies * 7 = £2.50
Polo Shirt - £13pp
Anniversary Ball Marker via SamO - £5
Total = £31.35

Teams can sort their own incremental merch out between them as you see fit, no xfers from SamB this year to keep simple.

Pls pay the following outstanding amounts, you will then have nothing to pay bar food & drinks & kitty etc on arrival :

16 people in The Crown need to pay SamB an extra £407.35
12 people in The Waterfront need to pay Sam B an extra £387.35

Exact Golf Costs for reference:

Friday 27th June - Portpatrick Dunksey - £60pp. SamB has paid £10pp (£280) in advance and will pay the £50pp (£1440) two months before. Soup and Sandwiches for Lunch at £9pp which is also paid in advance £252.

Saturday 28th June - Wigtownshire County - £30pp. SamB has paid all £30pp (£840) in advance. No Food ordered.

Sunday 29th June - Stranraer - £60pp. Sam B has paid £10pp deposit (£280) in advance and will pay the £50pp (£1440) two months before. Soup and Sandwiches for Lunch at £7pp which is also paid in advance £196.

Monday 30th June - Southernness - £80pp. SamB has paid £20pp (£560) in advance and will pay £60pp (£1680) in advance. No Food ordered.

Hotel

Crown - 50% paid in advance on each room (£180*8=£2880) 50% =£1440 by SamB
Waterfront - 25% paid in advance on each room (£160*6=£960) 25% =£240 by SamB
All amount due settled in advance by SamB.

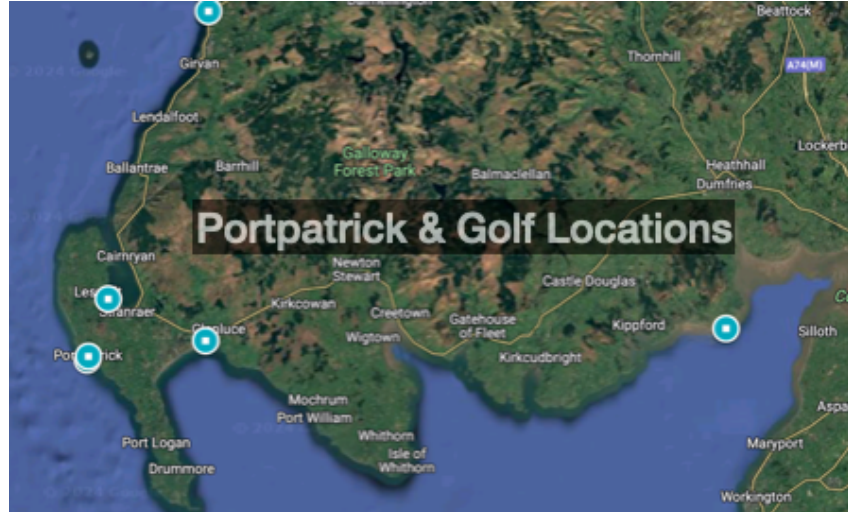
You may still need to give a CC on checkin for any extra or security per the rules at each hotel, DONT PAY ROOM RATE AGAIN!

Location

Portpatrick is a seaside town on the western shore of the Rhins of Galloway peninsula. It is a pretty town of pastel-coloured houses, set around a small bay with cliffs forming the backdrop. A former port for transportation to and from Northern Ireland, Portpatrick is now a peaceful holiday resort.

Sea angling is a popular pastime in these parts, as is walking, with options including a short stroll along the cliffs to Dunskey Castle. The Southern Upland Way starts here and continues for 212 miles, all the way to the east coast. Portpatrick Folk Festival is a three-day celebration of folk music which takes place in September. Within the town, there are some great places to eat, and several shops offering a variety of wares. The

nearby Mull of Galloway is Scotland's most southerly point where you can see Puffins nesting in the cliffs. And take adventurous cliff hugging walks around the peninsula. On a clear day you can easily see over the water to the outline of Northern Ireland.



Golf Schedule :

Thursday 26th June - Arrival with some playing Siloth on Solway on the way up. Portpatrick has a 9h short Par 3 course if you are looking to stretch your arms on arrival. Please do not play any of the tournament courses the day before the event begins.....

Friday 27th June - Portpatrick Dunksey Golf Club - WALKABLE WITH A CLIMB UP!

Situated on the cliff above our residence for the week as seen in the picture below.



The Dunskey course offers spectacular views and a mixture of rolling moorland and seaside heath, at around 150 feet above sea level and sets a fair challenge for golfers of varying abilities. The 13th hole is par 4 perfection with truly exceptional views that, on a clear day, offer glimpses of Ireland, Mull of Kintyre, Isle of Man and Cumbria across the water.

It plays 5913 yards from the white tees, with the yellow tee playing shorter at 5622 yards.

Morning tee off from 9am with 18h Individual tournament, points counting towards the team game
Afternoon tee off from 3pm with 18h team tournament only, no points towards the individual.

Saturday 28th June - Wigtownshire County Golf Club - 12.5miles or 20min drive.

The 'County' is one of the most popular holiday golf courses in South West Scotland, an 18-hole, true links course situated on the shores of Luce Bay.

The excellent condition of the course, combined with subtly sloping greens and changing sea breezes, provide a test of golf for both high and low handicappers. The area enjoys a temperate climate, so golfing is possible year round, and the club is renowned for its friendly welcome to visitors.

It plays 6104 yards off the white tees, with the yellows playing shorter at 5829 yards.

Morning tee off from 9:30am with 18h Individual tournament, points counting towards the team game.



Sunday 29th June - Stranraer Golf Club - 8.5miles or 17min drive.

The course was designed in 1950 by the distinguished golf course architect, the late James Braid who was also involved in designing such great courses as Gleneagles, Rosemount, Carnoustie and Dalmahoy. His spirit lives on in this classic championship course at Stranraer.



It plays 6308 yards off the white tees, with the yellows playing shorter at 6056 yards.

Morning tee off from 9am with 18h Individual tournament, points counting towards the team game
Afternoon tee off from 3pm with 18h team tournament only, no points towards the individual.

Monday 30th June - Southerness Golf Club - 80mines or 2hr drive.

Southerness Golf Course offers true championship links golf, the terrain is level allowing for easy walking with no hills to climb. Being totally remote from large centres of population you really are getting away from it all on the beautiful Solway Coast. This feeling is enhanced by the well considered course design which means that players are seldom aware of others on the course.

It plays 6577 yards off the white tees, with the yellows playing shorter at 6039 yards.

Morning tee off from 11am with 18h Individual tournament only as the final round.



L&D Portpatrick Tournament Format & Rules v1.

There are two tournaments at stake, the individual prize and the team prize.

Details will be run through on the opening night with a few planned late rule introductions.

Please be present by 7pm. Absentees will be vote proxy managed by the current champion Andrew, using their vote accordingly. Only certain topics are to be voted on, which is decided by the Tour Manager.

AFTER EACH INDIVIDUAL ROUND PLEASE BE READY WITH YOUR SCORES FOR GROUP:

STABLEFORD POINTS

BONUS POINTS

NUMBER OF BLOBS

ANY NP or NP2 CLAIM

Please dont upset the Tour Manager with lack of readiness!

Team Competition :

Teams are as follows determined by the TM (Team colour also indicated)

Captain Chris Emerson Marc Pelham Rory Trevest Blaine Norridge Rich Mason Andrew Kimber Matt Little	Captain Andy Musk Phil Stubbs Christian Bellamy Steve Greatley Tom Austin Kevin Crain Colin Dutnall	Captain Colin Smith Dave Willingham Steve Long Paul Wilkinson Sam Bellamy Alex Kearns Chris Frappell	Captain Lee Barton Matt Hains Jon Sumner Matt Bolton Stu Walker Craig Adams Sam Oatley
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The team format is played over the first 5 rounds only. Winners take the prize pint glasses.

Of the 5 rounds, they have slightly different scoring methods. Round 1, 3 & 4 are played & scored as individuals with their totals (inc. Bonus) going towards the team score. In these rounds there could be four players from one team in a tee grouping.

Round 1, will be played as part of the Individual tournament AND Team. The tee grouping draw will be done at Random on the 1st evening. Andrew as defending champion will be in the first group and tee off first. Andrew will also have to use his pink ball on the 1st hole (Par 4 S17). We will attempt to play off the white tees.

Round 2, Afternoon tee is the Yellow tee. This round will be Team only and players selected on the 1st evening by the Captain of each team.

The Captain will pick 3 players that will play as a group in Texas scramble format. Handicaps are calculated as follows : 30% of the lowest handicap + 20% of the next lowest + 10% of the highest handicap = team handicap, which is taken away from your gross score at the end of the round to determine the winners. 30 additional points will be awarded for the winning team. 15 points for the team in 2nd, 5 points for the team in 3rd, and 0 points for the team

that come last. The team HAS TO select a minimum of FIVE drives per person on the team. Unlike the rules of golf, you are allowed to stand behind or in the line of putts on the green. If you are happy with a tee shot or a subsequent effort, pls dont all play, to speed things up just proceed to the next ball location.

The Captain will also then pick two players to play as a pair against another team in Alternate shot foursomes Matchplay format. The draw being determined by the team leaderboard after round 1. The 1st & 2nd placed teams will play each other, the 3rd & 4th placed teams will play each other. Handicaps are calculated as adding together both handicaps, and working out the difference in shots between the two teams. 15 additional points are on offer to each winning team, 0 points for the losers.

Finally the captain will also then pick two players to play as a pair against another team in alternate shot Gruesomes matchplay format. This is where both players on the team tee off, and then the opposition pick which drive (usually the worst one) you then play alternate shot from. Handicaps are calculated as adding together both handicaps, and working out the difference in shots between the two teams. Again the draw is determined by leaderboard order after round 1. The 1st & 4th placed teams will play each other, the 2nd & 3rd placed teams will play each other. 15 additional points are on offer to each winning team, 0 points for the losers. There are no limits on the amount of drives per person that can be selected. You can select a ball in a hazard or lost and it would be replayed as normal under penalty consistent with a normal shot.

Handicaps for all PM rounds are done from the starting handicaps in the morning, there is no mid day adjustment for the handicaps after round 1. Round 3, will be played as part of the Individual tournament AND Team. The tee grouping draw will be done at Random on the 2nd evening.

Individual Tournament :

The individual tournament is made up of rounds 1, 3, 4, and 6. with the tee group order on final day being the leaderboard order of that tournament, the person in the lead going off last. Will attempt the White tee if permitted on the final round.

For all random individual tournament tee draws, the tee groupings will attempt to be done at random with witnesses present, it maybe the case that not everyone is at the same location, same time due to the size of group and mixed accommodation. Tour Manager will do his best.

The Individual winner is declared after the final days play on Monday, it is a cumulative stableford scoring system, no F1 scoring is in place this year. All Bonus points and Stableford points count.

At the end of each Individual round, a commemorative prize tankard for the days winner will be presented.



General Rules

Rules of Golf should be respected. In particular identification of your golf ball, NO TOUCHING THE BALL, marking it with a unique ID, time limits, drops from paths, respecting local rules of the club etc. Playing out of turn to speed up play should be encouraged, but not to the point of scuttling off and hitting your shots before bonus balls decided etc! Ideally no post round debates on rulings for people not present, play the shot under the rule determined by the group at the time. As needed the Tour Manager can get involved to decide post round.

All scores within the rounds we will use stableford system to score each round to the agreed handicaps. Net Bogey = 1, Net Par = 2, Net Birdie = 3, Net Eagle = 4, Net Albatross = 5

Bonus stableford points can be scored as follows. Shortest Par 4 will have nearest pin in 2 = 1 point, Shortest Par 3 hole on course will have Nearest Pin = 1 point.

* No Dice are being played this year. No Wooden Clubs are being played this year *

At the start of the week, each person will be issued with one Pink ball and one Black ball and one Orange ball AND one Green ball with their names on.

The Pink ball is to be used on one hole on each course's front 9. In order to play the Pink Ball, you must have got a Net Par on a proceeding hole (so this is Ryall's Pink rule). You can get a net par and then not play the next with your pink, your just gambling you will get another chance. Any points you score will be doubled. Should you not score any points (net double bogey), or you do not get a net Par or run out of time to play it, you will have 2 points deducted from your stableford score. If you make a net par on the 18th hole of an individual round, you can play the Pink on the 1st of the next round but you dont have to.

The Black ball is to be used on one hole on each course's back 9, which is decided on by your playing partners. The scoring works the same way as the Pink ball.

Should you lose your Pink ball or your black ball, you lose 3 points, and you cannot get a new ball for the next round. No unreasonable searches for the ball. You have to use the pink/black ball in every round unless its lost, or you dont get a net par, and you must not lose the ball on purpose! If you are in a group with a majority of your group in the tee time, no conspiracy in selecting the hole. Any bonus points accrued on nearest pin or NP2 holes are not doubled, just added onto the bonus.

The Orange Ball is the '2putt' ball. Once per round your playing partners can choose to Orange Ball each person with the ball. If you 1 putt you get 3 bonus points, 2 putt you get 2 bonus points, 3 putts or worse you get -2 bonus points. Your playing partners do not have to elect Orange if they determine you are either putting very well or have no long/difficult putts during the round. There is no Bottomless Orange, Royal Orange or Bottomless Bottomless, or any other combinations seen on other tours. You can Orange a Pink or Black Ball or Green ball. In determining if the ball is on the green, its entire circumference must be within the green. eg. if the base of the ball is on the green, but hangs over the edge, it is NOT eligible for the orange ball. Any arguments, a photo can be taken and showed to TM for judgment, else will auto rule on behalf of the 'victim'.

For the 25th Anniversary special rule, we are bringing in the Green ball. This is the 'ambush' ball. At any point in the round before someone puts their ball on the tee, you may 'ambush' that person and ask them to use the green ball. You cannot ambush a Pink or Black ball selection, even if its not yet on the tee, and if the intended ball is on the tee, you cannot ambush either. The points scoring works exactly the same way in that the player being ambushed can either double his points, or have minus points. Equally, the person who nominated the ambush has the reverse applied. eg. Someone scores +2 on the green, then you would have -2 on the green to your score. Each fourball can select the same person for ambush so the maximum a person can be ambushed in any one round is 3 times. Should the ambush ball be lost, after the minus/plus points are added, you cannot then ambush anyone else for the tour. You do not have to play the ambush ball each round. If ambush ball is selected and kept (inc kept but not scored), it is returned to its owner after the hole. If one person in the group wants someone to play green, and two people want them to play black, the black nomination override the green.

No coloured balls in the team game rounds (eg Round 2 & Round 5), and you are not permitted to deliberately lose any bonus ball, extra penalty can be applied.

If people are tied on points after 4 rounds, then count back using fewest Blobs is used, if this is a tie too, then a playoff will occur the format of which will be decided by the non-competing members based on availability at the courses & conditions.

The person in last at the beginning of each round has the option of using the Ladies Tee for the next round.

Your handicap will change after every individual round through the course of week based on following principles. These points do not include your bonus points for NP2, nearest pin, pink ball or black ball or orange ball or green ball. Each of the 28 Stableford scores are added up and divided by 28 to get the standard scratch for that particular round. You then use that Standard Scratch score to adjust everyone's handicap.

+/- 0 or 1 to SS - No Change
+/- 2 or 3 to SS - 2 shot change
+/- 4 or 5 to SS - 3 shot change
+/- 6 or 7 to SS - 4 shot change
+/- 8 or 9 to SS - 5 shot change
+/- 10 or more - 7 shot change

Putts may be conceded by the members of your group, esp. "Inside the Handle" length. Group or Individuals may ask you to put anything out. Pink & Black & Green balls should always be putted out unless you cannot score. If they are picked up then -2 points gets applied.

Time of search should be limited to 3mins, anything over 3mins and your timed out and cannot score on the hole or go and play your provisional if one is in play. If you lose your Pink & Black and subsequently find it after the 3 min period, you keep the -3 on your card and that ball remains lost for all subsequent rounds. The timer begins upon you entering the assumed area of search.

If you are not going to score any points, may obviously pick up. If you are not going to score, but your ball lands on the green you may be Oranged Ball'd if that option is open, so you're not allowed to pickup your ball without your playing partners permission, if you do so you lose 2 points.

There rules are not final, based on feedback and in the interests of fun & simplicity, things could change, but not once the tournament has begun.

Current Night 1 rules debate :

1. Change Texas Scramble to Florida Scramble - Follows the same format but important change is the person who's shot is selected sits out the next shot. That way, someone can never play consecutive shots or putts, means the shots are reduced from 3 to 2 with the exception of the drives. Speeds things up, more team contribution and avoid the dominant stronger players in a match.
2. Change Scoring System to F1 from Stableford - Instead of your points scored each round counting to your total, points are awarded if you finish in the Top 10 of the 28 players entered. 1st 25pts, 2nd 18pts, 3rd 15pts, down to 10th 1pt. If you finish 11-28th you get 0pts.
3. Drop Ryall Pink Rule and allow players to play their pink on any of the front 9 holes at any time.

Starting handicaps are taken from the MyEG List and have been locked on Monday 23rd June (eg. play on the prior Sunday is the last qualifying day). They will be your official WHS

index so best 8 of last 20, if anyone under the soft/hard caps, we would still use your official index.

We will convert to the slope/course rating of Day 1 course only at Portpatrick, after round 1 obviously the changes above get applied anyway, you will just use your live Tournament handicap to play off each time.

	WHS	3wk Move	Starting HC		WHS	3wk Move	Starting HC
Matt Little	3.1	-0.4	2	Stu Walker	6.9	0.4	7
Andrew Kimber	3.7	-0.3	3	Craig Adams	8	1.2	8
Chris Emerson	8.9	0	9	Jon Sumner	12.9	0	13
Rory Trevest	10	0.4	10	Lee Barton	14.1	0.6	14
Blaine Norridge	12.1	-0.7	12	Matt Bolton	14.9	-0.5	15
Rich Mason	16.0	-0.7	16	Matt Hains	18.9	0	19
Marc Pelham	25.0	0	26	Sam Oatley	19.5	-1.2	20
Average	11.3	-0.2	11.1	Average	13.6	0.1	13.7
	WHS	3wk Move	Starting HC		WHS	3wk Move	Starting HC
Colin Dutnall	10.5	0.4	10	Paul Wilkinson	6.6	-0.4	6
Tom Austin	10.2	0	10	Sam Bellamy	7.5	0.2	7
Steve Greatley	13.7	1.1	14	Alex Kearns	11.5	-2.5	11
Phil Stubbs	13.0	0.1	13	Chris Frappell	14.6	0.2	15
Christian Bellamy	13.5	-2.7	14	Steve Long	15.3	-0.2	15
Andy Musk	19.6	0.4	20	Dave Willingham	16.0	0	16
Kevin Crain	21.8	0.3	22	Colin Smith	17.5	-0.3	18
Average	14.6	-0.1	14.7	Average	12.7	-0.4	12.6

Portpatrick Slope
120/ CR 69.2/Par
70 White Tees
100%