

SOME GOLF COMPETITIONS AND HOW THEY ARE PLAYED

STROKE (Medal) EVENT

The score of each hole is recorded on the scorecard, totalled and the player's full handicap applied. The player who completes the round in the fewest number of strokes is the winner.

FOUR BALL BEST BALL (4BBB) V PAR

Two players play as partners, each taking strokes at holes as in par competition. If one player wins the hole and the other halves the hole, only the win is counted. If one halves the hole and the other loses it, only the half is counted and so on. The result is recorded as in ordinary par competition.

Note: Care must be taken to mark the result of each player in separate columns headed by the initials of each player. If the Committee cannot verify the results for each player then the players will be disqualified.

PAR EVENTS

The score is recorded on the scorecard as in stroke play. After entering the stroke score, the par result is placed in the column provided (note you are not required to record your strokes if the result is worse than par after the handicap for the hole has been deducted) results recorded as.

- + For a win (better than par)
- 0 for a half (even par)
- For a loss (worse than par)

On completion of the round the plus and minus signs are added and the nett result is written up in so many UP, DOWN or EVEN. A player is allowed his full handicap and the strokes are taken at holes as indicated on the card. If the players handicap is more than 18, two strokes will be allowed on the number of holes that the handicap exceeds 18. These strokes will be taken in the same order as followed for the first 18 unless the index goes beyond 18. It is the custom that when a player is beaten by par, the ball shall be picked up. This helps speed up play.

STABLEFORD EVENTS

This method of scoring was introduced by Dr. Stableford of the Liverpool Golf Club in 1931. The method of playing is for the player to take strokes at holes as in par events using full handicaps and to score points in the nett result at each hole. At the end of the round all the points are added up and the player having the highest number of points is the winner. After allowing handicap the player who scores

- 1 over par receives 1 point
- par receives 2 points
- 1 under par receives 3 points
- 2 under par receives 4 points and so on

FOUR BALL BEST BALL (4BBB) STABLEFORD

This event is played in the same manner as 4BBB par, except that the better ball of the partnership is recorded with points instead of plus, minus or half.

4 MAN TEAM EVENT

A team of 4 players, the persons/person with the best scores/score on the hole has the team score. The score is recorded for each hole at the end of the round all the points are added up and the team having the highest number of points is the winner.

2 BALLS

These events are run in conjunction with single events. For the purpose of rules adjudication and handicapping, the formal event of the day is the individual event. Therefore players *can't* give and or receive advice from each other etc. This covers all 2 ball competition events and the 4 man team event.

FOURSOMES

Two players play as partners and use only one ball. The partners hit off alternatively from the tee and thereafter strike the ball alternatively during the play of each hole. The gross scores are recorded and the total is subject to deduction of half the partner's aggregate handicaps.

Note: If one player incurs a penalty stroke this does not alter the rotation of play. In foursomes stroke competition held over several rounds the order of play may be

changed between rounds unless the Committee has laid down as a condition of play, that the original order of play must be maintained through the competition. Foursomes can be played under either stroke or match play condition and Rule 29 is relevant to foursomes.

MIXED FOURSOMES

Mixed foursomes are played in the same manner as foursomes except the ladies use their own tee. The Committee should lay down as a condition of play, if the male or female is required to play from the first tee, and this is preserved through competition with several rounds. Ladies and men use their full handicap.

CANADIAN FOURSOMES

Played as above except that both players use tee shots at every hole and afterwards continue with whichever ball they nominate, the partner hitting the selected ball.

AMERICAN FOURSOMES (PINEHURST)

Both players play tee shots at each hole then play a second stroke with their partner's ball. One ball is then selected and play proceeds as in foursomes with the owner of the ball playing the third stroke.

Mens: handicap allowance $\frac{1}{2}$ of aggregate stroke/stableford events.

Ladies: handicap allowance $\frac{3}{8}$ of aggregate stroke/stableford events.

CANADIAN TWO STROKE FOURSOMES

Both players hit tee shots, hit their own ball a second time then select the better (partner to hit such ball) and thereafter strike the ball alternatively until holed out.

MULTIPLIER EVENTS

Four ball multiplier is scored each hole by multiplying player A's stableford score for the hole by player B's stableford score, ie: player A scores 2 points and player B scores 3 points the four ball score is 6 points. If either player fails to score then the four ball score is nil.

AMBROSE EVENTS

Team stroke event played in teams of 2, 3 or 4 players. All players play tee shots at each hole, the captain then selects the best ball. The other players then place their ball within one club length of the selected position (except on greens where the balls are placed no more than one putter head length on either side but not nearer the hole) and play their second shots. This procedure continues until holed out. NOTE that if the selected ball is in the rough then all other balls must be played from the rough, if a ball is selected in a bunker or hazard the other players may *place* their ball within one club length (bunkers can be raked after each shot).

Ambrose Handicaps:

2 players $\frac{1}{4}$ of combined handicap and three tee shots must be taken each nine by both players.

3 players $\frac{1}{6}$ of combined handicap and two tee shots must be taken each nine by all players.

4 players $\frac{1}{8}$ of combined handicap and three tee shot must be taken over 18 holes by all players.

IRISH FOUR BALL

Is played as a team of four players. At holes 1-6 the best in individual score is recorded, at 7-12 the best two individual scores are recorded. At holes 13-18 the best three individual scores are recorded.

LAS VEGAS

Team stroke event played in teams of 3 or 4 players. All players play tee shots at each hole, the captain then selects the best ball, that player does not play the next shot. The other players then place their ball within one club length of the selected position (except on greens where the balls are placed no more than one putter head length on either side but not nearer the hole) and play their second shots. This procedure continues until the green is reached. Once the green is reached all players may putt. NOTE that if the selected ball is in the rough then all other balls must be played from the rough, if a ball is selected in a bunker or hazard the other players may place their ball within one club length (bunkers can be raked after each shot).

MYSTERY HANDICAP

Played the same way as an Ambrose with the exception that 4 holes (1 par 3, 1 par 5 and 2 par 4's) are drawn from a hat at presentations, then multiply those holes by how many over or under your team is by three.
(eg: 3 over par $\times 3 = 9$, 3 under par $\times 3 = -9$). This is then your handicap for the comp.

COLOUR BALL

Is played by 4-person teams. Every player plays the hole with their own ball, but per hole, one player plays the colored ball. This ball rotates among the team members per hole: A plays it on hole 1, B plays it on hole 2, C plays it on hole 3, etc. The team score is the total of the score from the coloured ball, but you must hand in the coloured ball at the end of the round to qualify for the team score.

**VOLUNTEERS DAY IS THE LAST MONDAY OF EACH MONTH
BETWEEN 8am & 12pm**