

CONDITIONS OF PLAY:

All players are requested to familiarise themselves with the current Conditions of Play.

GENERAL:

STROKE, PAR, STABLEFORD

Full Handicap.

FOURSOMES

Half of Aggregate Stroke Handicap — Players hit off from alternate tees, and then play alternately with one ball.

CANADIAN FOURSOMES

3/8ths of Aggregate Stroke Handicap — Both Players play from their tees, select favoured ball, playing alternate strokes until holed out.

AMERICAN FOURSOMES

3/8ths of Aggregate Stroke Handicap — Both Players play from their tees, exchange balls and play a further shot before playing alternately with the favoured ball until holed out

PINEHURST FOURSOMES

3/8ths of Aggregate Stroke Handicap — Both Players play from their tees, play a further shot with their ball before playing alternately with the favoured ball until holed out

FOUR BALL BETTER BALL

Full Handicap — Stroke play (including both Par and Stableford).

MIXED FOUR BALL MATCH PLAY

Reduce the Handicap of all players by the handicap of the lowest handicapped player who then plays off scratch. Each of the other three players is allowed all of resulting handicap.

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RISH FOUR BALL

Full Handicap — Played by a team of four, comprising all men, all women or a combination of both. The score is the best score by any two of the four in the team.

HANDICAP & METHOD OF PLAY**AMBROSE**

Handicaps: After calculations are made (1/8th of the total in 4 Ball and ¼ of the total in 2 Ball) no team shall have a handicap higher than the lowest marker in the group. This does not apply to Ambrose "Dropout."

Tee Shots:

Each Player must use at least 6 of their tee shots in 2 ball and 3 in 4 ball. The scorer must record on each hole whose tee shot is used. This does not apply to Ambrose "Dropout."

On the Fairway:

Place a marker within one club length of the chosen ball. Such ball to be played as it lies, other balls may be **placed**, as near as possible to the position from which the ball was marked, (no nearer the hole), any order of play.

Off the Fairway:

Same procedure as above, except, balls other than the chosen ball shall be dropped in the same conditions (no nearer the hole) i.e. hazard, rough, bunker.

On the Putting Green:

The chosen ball must be marked. Other balls to be putted **within one putter head** length either side of the chosen ball, no nearer the hole. Any order of play. Do not make tap in putts until all players have had the opportunity to attempt the original putt. Once the ball is holed out, no further strokes are permitted.

FOUR- BALL AMBROSE DROPOUT

All four players make their tee shot. Select the best drive and **mark the ball**. The player who owns the best drive picks up the ball and does NOT play the next shot — the player "drops out" of the next shot. The other 3 players make their shots. Select the best of these. Mark the ball and the owner of the marked ball picks up ball and "drops out" while the other 3 players play the shot. Continue like this until hole completed. Placing or dropping the ball on fairway/green/rough is the same as for Ambrose.

MATCH PLAY

Difference of Stroke Handicap.

FOUR- BALL MATCH PLAY:

Reduce the handicap of all players by the handicap of the lowest handicapped player who will then play off scratch. The other three players are allowed all of the resulting handicap.