

CONDITIONS OF COMPETITION

1. RULES

Unless otherwise noted, the General Conditions of Competition and the Rules of Golf shall be used throughout this event. The Event Committee has sole management and control of the event.

2. COMPETITION DETAILS

A 3 Person Ambrose Event shall be played over 18 holes.

All team members shall be of the same gender. Male players play from the Male Competition Tees. Female players play from the Female Competition Tees.

Tee timeslots are offered using a competition timesheet. Entries will be accepted on the day of play if tee times and team positions are available. The competition fee is payable prior to the start of the round.

3. GROUPS

Play will be in two (2) teams of three (3) players to form a group of six (6) for each timeslot.

Only one single figure handicap (9.4 or less) player is permitted per group.

It is preferable for competitors to establish their teams for this event. The Starter has the authority to move players into groups to avoid having solo players and pairs. Single players cannot compete. A single group of three players cannot compete without a marker. In the event two players remain, the team handicap shall be $\frac{1}{4}$ of the combined handicap and each player may play every shot.

Please note: READY GOLF applies to this event.

4. 3 PERSON AMBROSE – COMPETITION FORMAT

The team handicap is $\frac{1}{6}$ of the combined players' handicap. The Scorecard must show each team member's name, GolfLink number and handicap. The scorecard shall be marked and signed by one member of the other team and signed by a member of the team.

All team members tee off each hole. The team chooses the shot they are going to use. The golfer whose shot is taken is eliminated from participating in the next shot. A player is only eliminated for the one shot following their selected shot – i.e. you cannot play your own shot.

Players shall PLACE their ball within one club-length of the selected position, no nearer the hole, and play their second shots. This procedure of selecting a ball and two shots being played continues until a ball is holed.

Each ball must be placed on the same surface (fairway, rough, green, fringe or sand) as where the selected ball was marked. In a sand bunker, the sand may be raked prior to placing the ball.

When on the green, balls are PLACED within one card-length of the selected spot. Other team members may NOT stand on an extension of the line of play while putting.

Each team member's tee shot must be used at least FOUR (4) times during the round (7 times each for teams of 2). The Scorer must record whose tee shot was used on EVERY hole. If this is not clearly marked on the card, the team may be subject to disqualification.

At the conclusion of the round, the marker subtracts the team handicap from the gross stroke score to provide a Net Score. Where necessary, fractions should be included in the calculations.

5. GOLF PRIZES

The Prizes for the best Ambrose scores shall be awarded depending on the number of entries and as determined by the Event Committee.

Nearest The Pins – as determined by number of players and the Event Committee.

6. TIES

In the event of a tie (or ties) prizes and places will be decided by the Australian Countback System and the Event Committee. The decision of the Committee is final.

7. USE OF MOTORISED TRANSPORT

Players may use motorised transport.