

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 ENTRIES

A 4 Person Modified Ambrose Event shall be played over 18 holes on Melbourne Cup Day.

Tee timeslots are offered using the club's standard Competition timesheet. To assist with event planning, bookings should be made as soon as possible.

The Entry Fee is payable prior to the start of the round. Entries may be accepted on the day of play if tee times are available.

3. 4 PERSON MODIFIED AMBROSE – COMPETITION FORMAT

The team handicap is $\frac{1}{8}$ 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 team and countersigned by another 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 chosen 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 three 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 shall 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. 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. For 3 Player Teams, FIVE (5) tee shots each are required during the round.

4. GOLF PRIZES

The Prizes for the best Ambrose scores shall be awarded as follows:

1st Place – the winning team chooses 2 horses in the Golf Cup Sweep.

2nd Place – chooses 1 selection in the Golf Cup Sweep.

3rd Place – chooses 1 selection in the Golf Cup Sweep.

Ballot Draw – all remaining teams will be assigned a number. A team number will be drawn and will be allocated to the next available runner. Once all the horses have been assigned to a team, the remaining teams do not receive a horse. If there are insufficient teams to allocate all horses, the process starts again with the winners and placegetters then a ballot again if necessary.

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

Fashion awards – Male and Female – as determined by the Event Committee.

5. GOLF CUP SWEEP

A Cup Sweep associated with the Golf Competition will be run by the Event Committee. As usual for a cup sweep, prizes will be awarded for the top three placegetters in the Melbourne Cup. Last place will also be awarded a nominal prize. NOTE: No team may win more than one prize. If necessary, the prize will be given to the next placegetter in the race (or second last instead of last place if necessary).

6. TIES

In the event of a tie, prizes and places will be decided by the Australian Countback System.

7. USE OF MOTORISED TRANSPORT

Players may use motorised transport.