



## **Club Competitions & Golf Game Rules**

### **Club Championships**

- To qualify to play in the championships you need to be a full financial member.
- The championships are over three days. Saturday, Sunday & Saturday.  
In 2025 it is August 2,3, & 9
- Entry for the club championships is paid on the first day of competition.
- A minimum of three players will enable a separate division for the Championships, For example Ladies or Juniors.
- The lowest men's score over the three days is the Men's Club champion. The lowest ladies score over the three days is Ladies Club Champion.
- The lowest Handicap score over all Men's Grades is awarded the Martin Cup. The lowest Handicap Ladies score is the McDougall Cup.
- Play is permitted in the morning or Afternoon Day 1 and 2 of the Championship. On the final day there will be a seeded tee off for all divisions with no tee times before midday. Presentations for the Championships will be completed on the final day of competition on Saturday August 9.

### **The Medallist of year**

- The Medallist of the year is a board event and is only eligible to a full financial member. The 2025 Medallist of the year is from September 2024 to September 2025.

### **Golf Games and Rules**

**Stroke** - The score at each hole is entered on the score card, totalled and the player's full handicap deducted. The player who completes the stipulated round in the lowest net score will be the winner. Stableford scores also to be entered in stroke events for handicap purposes only.

**Par** - In Par play, the score is entered on the card in the same way as in stroke play, with the exception that where the score exceeds Par for the hole, after allowing the handicap stroke (if the player is in receipt of one), the score need not be written in. When a player is bettered by Par, the ball shall be picked up. This helps speed the game. After entering the stroke score on the card, the sign for a win (+) and (0) for a half and a (-) for a loss. At the end of the round, the plus and minus signs are added and the net result written in as so many "ups", "downs" or "all Square".

**Stableford** - The method of playing a Stableford competition is for the player to take strokes at holes as in a Par competition and to score points on the nett results at each hole. At the end of the round, all points are added up and the player with the highest number of points is the winner. In scoring, without allowing for handicaps, a player who Pars, receives 2 points, 1 over Par 1 point, a birdie (or 1 under Par) 3 points, an eagle (or 2 under Par) 4 points and so on.

**Four Ball Best Ball (4BBB)** Players play as Partners, each taking strokes at holes as in a Par competition. If one of the Partners wins a hole and the other halves it, only the win is counted. If one player halves the hole with a Par and the other loses it, only the half is counted.

**Canadian Foursomes** Canadian Foursomes is played with a partner and both players tee off on all holes. The players then decide together which ball is in the best position and the other ball is taken out of play. If

Player A hits the selected ball from the tee, then Player B will hit the next shot or vice versa. Play continues on an alternate basis until the hole is completed. Incurring a penalty shot does not affect the order of play. The handicap of each team is calculated by taking 3/8 of the aggregate of team members' individual handicaps. The handicap of each player must be shown on the card. Since Canadian Foursomes is a Stroke event, it is simply scored that way on the card showing a gross and net score. The team with the lowest score is the winner.

**Straight Foursomes** - Foursomes is an event in which two players play a stroke competition as partners using a single ball and alternating shots. The players also alternate tee shots (e.g. if Player A tees off on the odd numbered holes Player B must tee off on the even numbered holes. If either player incurs a penalty shot it does not alter the order of play. This event may also be played in mixed teams of male and female, in which case all players tee off on their respective tee blocks when teeing off. Competitions can be based on both gross and net scores.

**String Golf Game**- Every player starts with a piece of string that aligns with their **handicap-EG.** handicap of 18 you are given an 18-meter piece of string. The idea is that you play the competition on the day, but you can improve your ball position by surrendering a portion of your string. EG, you will play your normal game, if your ball rests in a position that is harder to play or you just want to move it to be more favorable, you are required to unroll your string, move the ball from the current position to the new position and then cut the piece of string.

The piece of string that has just been cut (used) is then discarded. Each Player will be provided a different color piece of string and 1 pair of scissors per pair. You're playing partner must be with you and cut the string for you. On the green you can only "string" your ball to no less than 30cm (1 foot) from the hole. (you cannot "hole out" with the piece of string) non penalty movement of the ball can be completed first before you "use" your string. You can move your ball on or off the fairway after you have completed any rules governed movement. If you have hit out of bounds, you can bring your ball laterally across directly to the middle of the fairway and you surrender 1 meter of string. (no other penalty applies). Make sure before you tee off you have your string, and a pair of scissors. Once you have used ALL your string there is no more moving of your ball unless in line with any rules. If you are feeling generous, you can give any of your unused string to any of your playing opponents to use.

**Three Club Game** - Players must use only 3 clubs from their bag for the entire round. Including hitting off the tee and putting.

### **Ambrose**

On the Fairway: The position of the selected ball shall be marked. All players then PLACE their ball within one club length of the marked position, no nearer the hole. Any order of play.

Off the Fairway: The position of the selected ball shall be played as it lies. Other players then PLACE their ball within one club length of the marked position, no nearer the hole. The ball must be PLACED in the same conditions as the marked position, i.e. hazard, rough, bunker. Any order of play.

On the Putting Green: The selected ball shall be marked. Other balls to be putted from within one putter head length either side of the selected ball, no nearer the hole. Any order of play.

### **HANDICAPS.**

Canadian: 3/8 of combined handicap.

Straight Foursomes: 1/2 of combined handicap.

Handicap Ambrose: 1/8 of combined handicap, Maximum of 4 players.

1/6 of combined handicap, Maximum of 3 players.

1/4 of combined handicap, Maximum of 2 players.

