

MACKAY GOLF CLUB
BUSINESS HOUSE COMPETITION
CONDITIONS OF PLAY – Abridged -2011

COMPETITION

- The Business House Competition is an ambrose event which may be played with teams of 3 or 4 players.

HANDICAPS

- Club members will commence the competition season using their GA/WGA Handicap.
- Non club members who have maintained an AGU/WGU Handicap during the previous three (3) years will commence the season with that handicap.
- Non club members who have never had a handicap before will initially be assigned – Men 27; Women 36

TEAMS OF THREE 1/6 OF COMBINED HANDICAP

TEAMS OF FOUR 1/8 OF COMBINED HANDICAP

THIS WILL BE THE TEAM HANDICAP.

ALL TEAM HANDICAPS WILL THEN BE AMENDED ON PERFORMANCE AFTER EACH ROUND

- WINNING TEAM DECREASES – 5 SHOTS PER TEAM
- SECOND TEAM DECREASES – 3 SHOTS PER TEAM
- THIRD TEAM DECREASES – 2 SHOTS PER TEAM
- ALL OTHER TEAMS FINISHING A ROUND WILL HAVE THEIR TEAM HANDICAPS INCREASED BY ONE (1) SHOT.
- MAXIMUM HANDICAP OF 18

PROGRESSIVE POINTS

The first six (6) places will be awarded points each month ie.

1 st	14 points
2 nd	12 points
3 rd	10 points
4 th	8 points
5 th	6 points
6 th	4 points

Every other team that plays each month will be awarded TWO attendance points. In the event of a tie eg. Two teams in third place, each team would receive 10 points.

ON THE TEE

- All men play from the WHITE blocks
- All women play from the RED blocks
- All players hit from the tee, then choose the best positioned ball
- THREE TEE SHOTS EACH MUST BE SELECTED BY ALL PLAYERS AND RECORDED ON YOUR TEAM SCORE CARD

ON THE FAIRWAY

- The position of the selected ball should be marked
- All players then PLACE their ball within one (1) club length of the marked position, no nearer the hole
- Any order of play

OFF THE FAIRWAY

- The position of the selected ball is marked
- All players then DROP their ball within one (1) club length of the marked position, no nearer the hole
- The drop must be made in the same conditions as the marked position (e.g. Hazard, rough, bunker)
- Any order of play

ON THE PUTTING GREEN

- The selected ball is marked
- Other balls must be putted from within ONE PUTTER HEAD LENGTH either side of the selected ball, no nearer the hole
- Do not make TAP IN putts until all players have had the opportunity to attempt the team's original putt
- Once the ball is HOLED OUT, no further strokes are permitted.
- Each player must putt their own ball

NOTE

A FAST GAME IS A GOOD GAME, PLEASE ENSURE THE SHORTER HITTEES PLAY FIRST AND YOUR GROUP MAINTAINS THEIR POSITION IN THE FIELD. PLAY WELL AND MOST IMPORTANTLY HAVE FUN.