



ACC GOLF O

FORMAT: 3-PERSON TEAM, 9 HOLE AMBROSE

GROUPING: TWO TEAMS PLAY ON EACH HOLE, TEE ALLOCATED ON THE DAY.

OFF THE TEE: ON EVERY HOLE EACH MEMBER PLAYS A TEE SHOT. THE CAPTAIN THEN SELECTS ONE OF THE SHOTS FROM WHICH TO PLAY NEXT. THE TEAM MEMBERS WHOSE TEE SHOT IS SELECTED DOES NOT PLAY THE 2ND SHOT, AFTER THE 2ND SHOT EVERYONE

ON A PAR 3, IF THE GREEN IS MISSED THE PLAYER WHOSE TEE SHOT IS SELECTED DOES NOT CHIP. IF ALL 3 BALLS LAND ON THE GREEN THEN EVERYONE PUTTS.

AT LEAST 2 TEE SHOTS MUST BE TAKEN FROM EACH PLAYERS THROUGH THE 9 HOLES.

PLACING: DON'T BE A DICK. PLACE YOUR BALL WITHIN 30CM OF THE MARKED POSITION AND NO NEARER THE HOLE ON FAIRWAYS AND ONE CLUB HEAD ON THE GREENS.

PUTTING: EVERY HOLE IS A GOAL. BOTH HOLES ARE IN PLAY ON THE GREENS. AND TEAMS CAN PUTT SIMULTANEOUSLY ON DIFFERENT HOLES.

ORDER OF PLAY: FIRST TEAM/PLAYER ON THE TEE BOX CAN TEE OFF. NO PRIORITY.

HANDICAPPING: HANDICAP OF EACH PAYER IN TEAM IS ADDED TOGETHER. FROM THIS 15% IS THE TEAM HANDICAP, EACH TEAM HANDICAP IS ROUNDED TO THE NEAREST WHOLE NUMBER. IF A PLAYER DOES NOT HAVE A HANDICAP THE MAXIMUM IS 20.



