

ASHROSE GOLF CLUB

TOURNAMENT RULES OF PLAY

1. ASHROSE CALLAWAY

This version will allow player to count as part of his handicap:

Up to a score of 7 on a par-3 hole

Up to a score of 9 on a par-4 hole

Up to a score of 11 on a par-5 hole

The table below shows the number of "worst hole" scores he may deduct and the adjustment to be made, based on his gross score. For instance, if his gross score for 18 holes is 96, he turns to the table and opposite that score finds that he may deduct the total for his 3 worst holes scored on holes 1 through 16, inclusive. Thus, if he has one 9, and one 7, his handicap totals 24. From this total, further plus or minus adjustment is made according to the adjustment shown at the bottom of each column. For a gross score of 96, the adjustment requires a deduction of 2, resulting in a final handicap of 22. Thus, 96 minus 22 handicap equals a net score of 74.

IF YOUR SCORE					DEDUCT:
		70	71	72	Scratch: no adjustment
73	74	75			Your worst hole and adjustment
76	77	78	79	80	1 worst hole and adjustment
81	82	83	84	85	1-1/2 worst holes and adjustment
86	87	88	89	90	2 worst holes and adjustment
91	92	93	94	95	2-1/2 worst holes and adjustment
96	97	98	99	100	3 worst holes and adjustment
101	102	103	104	105	3-1/2 holes and adjustment
106	107	108	108	110	4 worst holes and adjustment
111	112	113	114	115	4-1/2 holes and adjustment
116	117	118	119	120	5 worst holes and adjustment
121	122	123	124	125	5-1/2 holes and adjustment
126	127	128	129	130	6 worst holes and adjustment

ADJUSTMENT

-2	-1	0	+1	+2	Add or deduct from Handicap
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- Notes:
1. Half Strokes Count as a Whole
 2. The 17th and 18th holes are never deducted
 3. In case of ties, lowest handicap takes preference.

RULES FOR CALLAWAY TOURNAMENT

Using the chart above, a player's handicap is determined by deducting from his gross score for 18 holes the scores of the worst holes during the first 16 holes, plus or minus the adjustment indicated.

- Notes:
1. Maximum Handicap: 50
 2. No hole may be scored at more than twice its par.
 3. See notes #1 and 2# in ASHROSE/CALLAWAY

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2. POINT-QUOTA

Each player is given a point-quota, based on his handicap. Points are scored as follows: Bogey-1, Par-2, Birdie-4, Eagle-8. Player whose point total for 18 holes most exceeds his point-quota, (or comes closest, if none exceeds it) wins. Find your point-quota opposite your handicap below.

HCP	QTA	HCP	QTA	HCP	QTA	HCP	QTA	HCP	QTA
1	35	7	29	13	23	19	17	25	11
2	34	8	28	14	22	20	16	26	10
3	33	9	27	15	21	21	15	27	9
4	32	10	26	16	20	22	14	28	8
5	31	11	25	17	21	23	13	29	7
6	30	12	24	18	20	24	12	30+	6

3. TIN WHISTLE

1. Handicap strokes as they show on the card
2. Each player accumulates points Per Hole as follows:
1 point for net Bogey
3 points for net Par
5 points for net Birdie
7 points for net Eagle
3. Winner is the player with the most points at the end of 18 holes.

4. 2 MAN 2 BEST BALL AGGREGATE SCORE (1 net, 1 gross)

Twosomes are drawn at random by the tournament Director or designee prior to play. Each Player on the team plays his own golf ball throughout the round, and on each hole the team will select one best ball (net) with handicap applied and one gross score. The aggregate score using one best ball and one gross score will become the team score for that hole. For example, Player "A" scores a gross score of 8, net score 7 and Player "B" scores a gross score of 5 and net score of 4. The team uses Player "A" net of 7 and Player "B" gross score of 5 for an aggregate score of 12 for the hole. The team with the lowest aggregate score for the round wins.

5. 4 MAN 2 BEST BALL AGGREGATE SCORE (1 net, 1 gross)

Foursomes are drawn at random by the Tournament Director or designee to play. Each player on the team plays his own golf ball throughout the round, and on each hole the team will select one best ball (net) with handicap applied and one gross score. The aggregate score using one best ball and one gross score will become the team score for that hole. For example, Player "A" gets a 6, net 5, "B" gets a 5, net 4, "C" gets a 7, net 6, "D" gets a 7, net 6 then the team score for that hole is the sum of Player "B" net 4 and

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Player "A" gross 6 for a total of 10 because the lowest aggregate score of the group was player "A" and "B" score. The team with the lowest aggregate score for the round wins

6. RULES FOR STABLEFORD TOURNAMENT

1. NET Play
2. Points awarded on Net score for each hole as follows: 1 point for Bogey
2 points for Par
4 points for Birdie
6 points for Eagle
3. Highest point total wins.

7. PAR BATTLE

Played under full Handicap. Advise players that on a certain ten holes of the course 5 points will be won if Par or better is shot. On three other holes award 10 points for Par or better. On three other holes there is a 5 point penalty for players who do not score Par or better. On the remaining two holes, the penalty is 10 points for failing to make Par. Winner is the player with the most points at the end of the round.

- + 10 points for each of the 3 hardest holes
- +5 points for each of the next 10 hardest holes -5
points for each of the next 3 hardest holes
- 10 points for each of the 2 easiest holes

8. SYNDICATE TOURNAMENT

Each player is playing hole by hole against the entire field. Handicaps are applied for each hole. A singular low net versus the field wins the hole Ties are carried forward cumulative until won. Each hole is worth a Lower Value established by the Ashrose Club. If the 18th hole is tied, those tying for low net will split the Value or the carry over Value.

9. PEORIA TOURNAMENT

After all players have finished 18 holes the committee selects at random 2 of the Par-3, 2 of the Par-4, and 2 of the Par5 holes. Each player's handicap is determined by multiplying what each player scored on these six holes by 3, then subtracting Par from this total.

10. CLEARS

Similar to the Syndicate, each player is playing hole by hole against the entire field. If a

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player has a singular low net on a given hole, he is awarded a Clear. The Prize money established by the Ashrose Club is split evenly among the total number of Clears.

11. ASHROSE MEMORIAL TOURNAMENT: Medal Play, Full Handicap.

12. FIVE CARD STUD TOURNAMENT

All golfers are playing as individuals. No handicaps are considered. At the completion of the round, the Golf Director randomly selects five (5) of the eighteen holes. Each golfer's gross score on these 5 holes is noted. Then, these five numbers are combined to form the best "poker hand" possible. The winning order of "hands" starting with the highest, is as follows:

- Five of a Kind
- Straight (five numbers in sequence)
- Four of a Kind
- Full House (three of a kind and a pair)
- Three of a Kind
- Two Pair
- One Pair

All ties are resolved in favor of the higher number (i.e. 3 sixes beat 3 fives)

13. PARTNERS TOURNAMENT

The format is a two-man partner tournament in which there are three six-hole scoring segments with the best total score for the 18 holes winning the tournament. The formats for the three segments are as follows:

Segment 1 - The first six holes are played as a **Captain's Choice**. Each player plays a shot beginning with the tee shot and after each shot the best positional ball is chosen. Each player then plays his ball from the chosen position until a ball is holed. The score for each hole is the score as if one player had scored.

Segment 2 - The second six holes are played as **Best Ball**. Each player plays the hole separately. The player's score for the hole is handicapped for that hole (based on his USGA Handicap) and the partner with best net score for that hole has that score entered for the hole.

Segment 3 - The third six holes are played as **Alternating Shots**. Player A tees off and Player B then plays Player A's ball. Then Player A plays Player B's ball and so on until the ball is holed. Both partners may tee off on each hole and after the tee shots the decision can be made as to which tee shot to take and then begin the alternate shots. However, each partner's tee shot must be chosen three times over the six holes so, once a partner's chosen shots are three, the other partner's tee shots must be used on the remaining holes. The ball that is played from the tee must be the ball continuously

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played until it is holed. Normal Ashrose and USGA rules apply with respect to preferred lies and drops.

14. BLIND 9

After completion of play, nine random holes are selected for scoring and standings are based on those nine holes. Players' scores on the selected holes are handicapped with the standard handicaps.

15. MUTT and JEFF

Only scores from par 3 and par 5 holes are used. Players' scores are handicapped per the standard policy.

16. STRIKE 3

After completion of play, the 3 highest scoring holes are erased. The scoring is then based on the remaining 15 hole score. All holes are handicapped.