

AMBROSE COMPETITION RULES

A team of four players (Four Person Ambrose) score together.

Each player hits off the tee, the best ball position is selected, and all other players pick up their ball and place it, within one hand-span, alongside the best balls position.

The player whose ball is selected must play first.

- Each person then hits the ball from near this spot. The ball can be placed or dropped. If the teams best ball position is played from within a hazard, or the rough, (including a bunker) then each of the player's balls must be played from within this hazard.

The best ball position is again selected after all the players have hit. The play continues until the ball is in the hole. On the putting green the best ball is marked, and the other players balls are then played from next to this position, no closer to the hole.

The total stroke score of the team is recorded for each hole played.

During the course of the eighteen hole round all of the teams player's drives must be used at least THREE times.

Please mark the card with the initials of the player, whose drive was used on a particular hole.

- If you are in a team of **3 players** (in a 4 person Ambrose event) then a fourth putt can be taken by any of the team members.
- The final Gross score of your team is adjusted for the combined handicaps of the players in your team.

If you are in a team of 4 golfers (playing a 4 person Ambrose) then the combined handicap of all players is added and then divided by **8** to arrive at the team handicap. This is then subtracted from the Gross Hole Score of the Team to arrive at the Teams Net Score.

If you are in a team of 3 golfers (playing in a 4 person Ambrose event) then the combined handicap of all players is calculated and divided by 6 to arrive at the team's handicap. The team handicap is then subtracted from the Gross score of the team to arrive at the Teams Net score.

Positives of Ambrose

- It allows golfers of all standard to participate in the event without feeling intimidated by other players in their group who are possibly better than them.
- An Ambrose event promotes teamwork as every player has a chance of contributing towards the team score.