



## Summer Solstice 2 Person Ambrose – Friday 20<sup>th</sup> Dec 2024

### CONDITIONS OF PLAY

#### **The Event:**

The Summer Solstice 2 Person Ambrose will be an 18-hole shotgun start commencing at 09:00 am on Friday 20<sup>th</sup> December 2024. All players must report to the Club Starter by 08:30 am on the day of the event. An event briefing will be held at 08:45 am. A lunch will be provided after the event at 1:30 pm.

#### **Eligibility:**

The event is open to all male and female golfers.

#### **Handicaps:**

Golf Australia handicaps are required for any player to participate in this event.

In line with the FGC Ambrose guide the minimum permitted combined daily handicap for any team is 8 and with no more than 20 strokes difference between a team's two players. Players with more than 20 strokes difference in handicaps may still enter this event and in these instances a manual adjustment will be made to bring the highest player's handicap down as required to meet the 20 stroke gap.

#### **Entry:**

Entries can be made directly with the club staff and will close once the field is full. Entry forms and conditions of play are available at the club and on the club's website. Full entry fees of \$60 per player must be paid when making the booking.

The club will make every effort to pair up individual players to make teams.

#### **Event Completion Timeframe:**

All teams are to have returned to the clubhouse by 1:30 pm to be eligible for the lucky prize draws.

#### **Rules:**

The event will be played on the black course for men and the yellow course for women. Sharing of clubs is allowed within a team if required.

Drives: Each player must take **seven** drives, and these must be marked clearly on the card.

Order of play: Play in any order, regardless of whose ball is chosen or who holed out on last hole.

Scoring: Scoring will be done on hard copy cards only.

Chosen ball:

- **On the green:** Mark and lift the chosen ball. Place balls within 1 card length of the mark. To assist with speed of play, first player may putt out if close to hole (but don't miss or it counts).
- **Everywhere else on the course:** Mark and lift the chosen ball. Place balls within one club length of the mark (including in bunkers and penalty areas). However, you cannot change course conditions by placing your ball in different areas e.g. outside the bunker, onto the fairway from the rough etc.

**Match Committee**  
**Fairbairn Golf Club**

11 Nov 24