



GOLF OPERATIONS GUIDE

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SECTION 1

COURSE RATING

SECTION 1 - COURSE RATING

1.1 General

There are 34,000 golf courses in the world and from 2020 all of them are rated using the USGA Course Rating system. Golf New Zealand has used this method since 2000.

For the handicap system to be accurate and provide the uniformity required for equitable competition, each set of tees at each golf course requires a course rating.

Course rating is a service provided by each District Association with trained volunteers to undertake the work. In undertaking the ratings, the teams follow strict course rating guidelines to complete the thorough process. A course rating may take three to four hours per set of tees.

A Course Rating is the mark that indicates the evaluation of the playing difficulty of a course for a scratch golfer under normal course and weather conditions. It is expressed as strokes taken to one decimal place and is based on yardage and other obstacles relative to the scoring ability of a Scratch golfer.

It is very important that each hole has a block indicating where the hole has been measured from. The block should be in a realistic place so that tee placement can be both in front of and behind the block to allow for daily movement. If there are three sets of tees (blue, white and yellow) then there should be three separate blocks indicating where these measurements commence from.

As with the Rules of Golf, the course rating system guidelines are updated, normally on a four-year cycle. To keep the course ratings up to date, particularly at the large membership courses, re-ratings are undertaken on a four to seven-year cycle.

There are established standards relative to how far a player hits the ball, and it is from these positions that obstacles are assessed.

1.2 Course Rating Formula

(a) **Course Measurement**

The main component of the course rating formula is the effective playing length of the set of tees being rated, which is derived from the tee marker's measured length, plus five factors that affect playing length, to give a more accurate number that reflects the true playing length of the tee marker being rated.

The five factors are:

- | | |
|---------------------------|---|
| (i) Roll | How far does the ball roll in mid-season conditions. |
| (ii) Changes in elevation | Change in elevation from the teeing ground to the green. |
| (iii) Wind | The average daily wind speed. |
| (iv) Forced lay-up areas | Landing zones falling in an area requiring an adjustment. |
| (v) Altitude | Adjustments for courses at an altitude over 2,000 feet. |

The measured length and the effective playing length adjustments are used to determine a Yardage Rating for two categories of player, the Scratch golfer and the Bogey golfer. The Scratch Yardage Rating and the Bogey Yardage Rating are the base numbers used in the calculation of the Scratch Course and Bogey Ratings.

(b) **Obstacle Values**

A further analysis of the course looks at each hole and the obstacles that affect playing difficulty.

There are 10 obstacles to consider at each landing zone, which include:

- | | | |
|--------|--------------------------|--|
| (i) | Topography | The difficulty of stance and/or lie in the fairway landing areas and any elevation change from the landing areas to the green. |
| (ii) | Fairway | The effective width of the landing area, which can be reduced by a dogleg, trees, or fairway tilt. |
| (iii) | Green Target | Green size, approach shot length and green surface visibility and firmness. |
| (iv) | Recoverability and Rough | The existence of rough and other penalising factors and the proximity of the landing area and around the green. |
| (v) | Bunkers | The existence of bunkers in the proximity of the landing areas and around the green. |
| (vi) | Crossing Obstacles | Penalty areas, out of bounds and extreme rough which must be crossed. |
| (vii) | Lateral Obstacles | The existence of penalty areas, out of bounds and extreme rough at landing zones. |
| (viii) | Trees | The hole length, as well as the strategic location, size, height and density of trees along with the probability of recovering from the trees. |
| (ix) | Green Surface | The contour, tilt and normal speed of the putting surface. |
| (x) | Psychological | The accumulation of challenging obstacles. |

The values allocated to the above obstacles are multiplied by various weighting factors to calculate the obstacle stroke values. The total of the obstacle stroke values, which can be a plus or minus figure, are either added or subtracted to the Scratch and Bogey Yardage Ratings to calculate the final Course Rating and Bogey Rating.

(c) **Slope Number**

(i) **Introduction**

The Slope number is an indication of the relative difficulty of a golf course for players who are not scratch players compared to players who are scratch players. A golf course of standard relative difficulty has a Slope Rating of 113.

The Slope number is also used when putting a player's round in perspective in comparison to all other courses.

Playing a course, which has a high Slope number indicates that the Bogey golfer will require more assistance when competing against the Scratch golfer compared to when competing on a course with a low Slope number.

Note: *A Slope number is only relative to the set of tees rated and cannot be compared with the Slope number of other courses or other tee markers on the same course.*

(ii) ***What is the Slope Number?***

The Slope number represents the difficulty of the tee marker played.

The Slope number is the mark that indicates the measurement of the relative difficulty of a tee marker for players who are not Scratch golfers compared to the Course Rating (e.g. compared to the difficulty of a course for Scratch golfers). A Slope number is computed from the difference between the Bogey Rating and the Course Rating.

The lowest Slope number is 55 and the highest is 155. A golf course of standard playing difficulty has a Slope number of 113.

Note: *The only figure that represents the difficulty of the course is the Course Rating.*

(d) ***Calculating the Course Rating and Slope Number***

Once the Course and Bogey Rating figures have been calculated, the final step is calculating the Slope number.

The Slope number is computed from the difference between the Bogey Rating and the Course Rating.

The final summary will provide three results:

- (i) The Course Rating, which is the mark that indicates the playing difficulty of the course for a scratch golfer.
- (ii) The Bogey Rating, which is the mark that indicates the difficulty for the 20-handicap male player and 24-handicap female player, is expressed in a number that reflects the expected score for these players.
- (iii) The Slope number, which is the mark that indicates the relative difficulty of the course for the Bogey player, relative to the Scratch player.

1.3 How Clubs Can Help in Preparing the Course for Rating

Rating teams require some information and assistance from the golf club before commencing the rating, which includes:

- (i) Measurement blocks on the tees easily identifiable and, where possible, a surveying certificate to confirm the measurement is accurate.
- (ii) A stimpmeter reading as to the normal daily green speed during spring and autumn.

- (iii) An indication as to the height of the rough throughout the course.
- (iv) The average daily wind speed at times when golf is played.
- (v) On the day the rating is to be undertaken it would also be helpful to have the fairway widths as they are normally, green sizes as they are during the main playing season and every pin in the centre of the green.

Note: *It is important that a club member with local knowledge on how each hole can play, joins the rating team as from time to time there will be a query that will require an answer.*

1.4 What to do Following Course Changes

When permanent alterations have been carried out to a course increasing or decreasing its length or playing difficulty, the club must contact its local District Golf Association to request a rating for the changes made.

Where bunkers or trees are removed, or introduced, the green speed changes or rough height is altered, the District Association should be notified as such changes could impact on the Course Rating. Such changes may not require a physical re-rate if enough information is provided on these changes.

1.5 Short Course Ratings

Shorter courses are ideal for the beginner golfers, to enable an easier start to learn the game, and also for the senior golfers with diminishing strength, enabling them to still find enjoyment in playing the game, both whilst still earning or retaining an official handicap index.

Courses can be set up as 18-Hole, Front 9, Back 9 or Combination 18/9 layouts.

If an 18-Hole course is set up, it is automatic for both associated Front and Back 9 courses to be included.

To qualify for a Course Rating, courses must measure 2,742 metres (1371 metres for nine holes) and must have one or more 'long' hole(s) as follows:

- (i) Minimum length must be 1,371 metres for a 9-hole course with at least one hole that measures 229 metres (men) or 192 metres (women).
- (i) Minimum length must be 2,742 metres for an 18-hole course with at least two holes which measure the minimum 229/192 metres men and women respectively.

For a Junior course set-up, the following lengths are recommended in setting the par of the course:

Par 3 Up to 100 metres
Par 4 101 – 230 metres
Par 5 231 metres plus

Note: *As the hole lengths may normally come within the recommended length of a par 3, the course can be set up basically as a 'Par 3 Course' but one hole must still meet the 'longer hole' measurement criteria.*

Where the shorter courses measure between 2,742 and 4,400 / 3,650 metres (men and women respectively) it will not be necessary to undertake separate course ratings as the

Course Ratings will be calculated on information held in the system from other tee markers rated.

To set up a shorter course, contact either the Local District Association or Golf New Zealand.



SECTION 2

COURSE SET UP

SECTION 2 - COURSE SET UP

2.1 Measurement Blocks

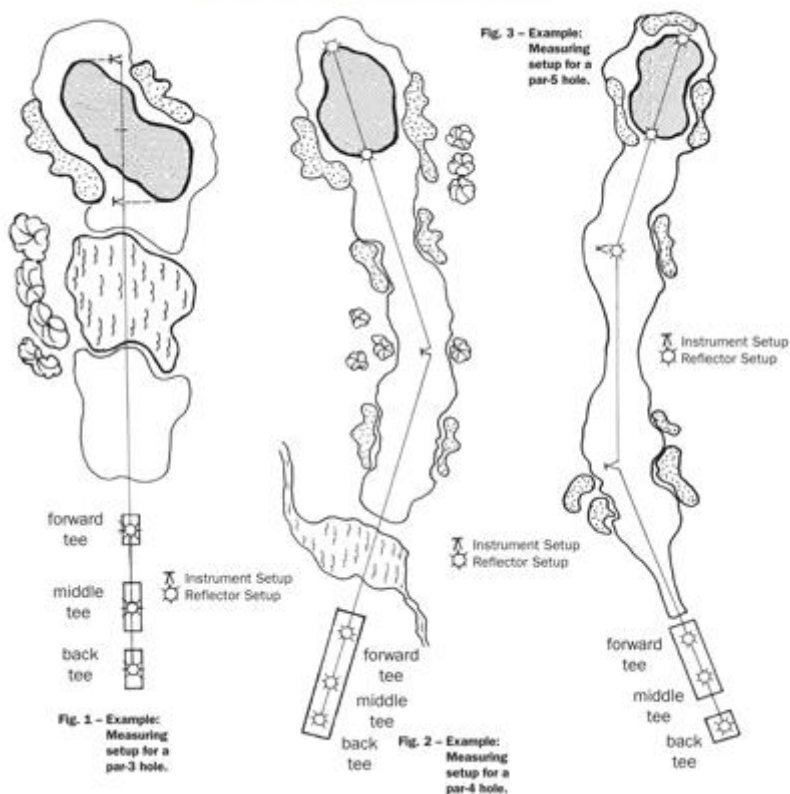
Each hole should be measured in line with the recognised procedure. The diagram below illustrates how to find the centre of the green and how to measure doglegs.

The starting point for measuring needs to be identified by a square block near the teeing ground. The following is to be considered:

The placement of the block should allow for tee marker placement both forward and to the rear of the starting point of the measurement. If the block is in an unrealistic position a course rating team will adjust the playing length of the hole;

If two blocks are within 10 metres of each other and on the same platform, look at merging them together in a central point. This allows for just the one tee marker (usually painted with the two colours) and a better spread of placement and wear and tear.

MEASURING TECHNIQUE



2.2 The Daily Approach to Keep the Course Rating Accurate

Every set of tees has its own course rating and slope number, and the daily objective is to keep the course set up as close to the conditions for which the course has been assessed during the rating.

The most important area to monitor is the course length, as it is that component that is the most significant contributor to the course rating. If the white tees are measured at 5,600m, or

the yellow tees at 4,900m then the greens staff should do their best to maintain that length. In doing so tee and pin positions can be moved, which becomes an interesting aspect to the test the club is trying to provide its members and visitors.

Here are some ways to keep the course playing to the course rating it has been assessed for, but note these are only a guide and not always an option due to turf maintenance procedures:

- (i) Keep the greens running to the stimpmeter measurement that was used in calculating the course rating.
- (ii) Keep the fairway width and rough length the same as that used for assessing the course rating.
- (iii) Retain the course length using the following:

If pin placements are at the front of the green, set the tee position behind the block defining where the hole has been measured from. The tee can also be placed forward of the block when the pin placement is at the back of the green. For varying length, it is fine to have both the tee marker and pin back but try to maintain the overall length of the course.

During the winter months when there is very little roll, allow the course to be set up shorter than its length. When rated a 20-yard allowance has been considered when determining landing areas, so don't be afraid to keep the tees forward. This is not always possible and depends on the teeing ground options. Accordingly, when summer conditions provide firm fairways and therefore more run on the ball, move the tee blocks back.

Many New Zealand golf courses are affected by the wind and when it exceeds the norm, use tee placement to alleviate the extra challenge. For holes into the wind move the tee forward of the block, and for holes downwind place the blocks towards the rear of the tee.

2.3 Varying the Challenge of the Golf Course

Positioning tee markers and selecting hole positions can be an interesting challenge, and the selection made can change the playing characteristics of the course, and the challenge being presented to players by careful placement.

Teeing grounds will need to be monitored as based on the number of players, or weather conditions, there will be some recovery time required. Therefore, it is important to move the markers regularly, using the full length of the teeing area, and if possible, the width. The width of tee markers is often set very wide to distribute wear and tear, but for tournament play it is recommended the markers be six (par 4's & 5's) and seven (par 3's) metres apart.

Hole selections should be balanced with tee placement. If the tee is placed to the rear of the teeing ground and behind the block indicating where the hole is measured from, then the hole could be cut towards the front of the green. Consequently, if the tee is forward then the hole could be cut towards the rear of the green. This helps maintain a consistent length of the course. It is certainly not mandatory, as wind conditions may force the placement to increase or decrease length on a hole, and the overall goal for all 18 holes is to maintain the total yardage as near as possible.

The selection of pin positions should be considered carefully, and a plan prepared to ensure that over 18 holes there is a mixture of front, rear, left and right positions. This then tests the trajectory and flight control ability of all players.

2.4 How to Determine Par / Length of Hole Guidelines

Par reflects the score that a scratch golfer would normally be expected to make for a given hole.

The Par figure for each hole must be printed alongside each hole on the score card.

Par for each hole must be fixed by the club in relation to the measured length and the playing difficulty of each hole and should be within the following distance ranges given in metres, from the standard tees:

Par 3	Women up to 200 metres	Men up to 240 metres
Par 4,	Women 180 – 380 metres	Men 220 – 450 metres
Par 5,	Women 340 - 550 metres	Men 410 - 650 metres

Note: *The length of a hole with a dogleg is 430 metres. Depending upon its 'effective playing length' and its average playing difficulty the hole may be allotted Par 4 or 5 (for men).*

2.5 Standard Approach to Distance Markers

In recent years the number of players with distance measurement devices has increased and there has been less requirement for a club to have distance markers on the course. This is still a common requirement with the following examples of how they are identified:

- Discs in the fairway
- Marker trees at the side of the fairway
- Measurements on sprinkler heads in the fairway

Golf New Zealand recommends that all measurements be to the centre of the green. If using discs, they should be at 90 metres (red), 135 metres (white) and 180 metres (blue).

2.6 Tee Marker Identification

For many years, colours have been used to identify tee markers of various length. These have been black or blue for the championship course, white for the men's club competition course and yellow for the women's competition course. Red has become a common colour for a short course alternative and Purple has been added as the beginner length course.

The history involved with the colour standardisation means the men are reluctant to move forward and play from the yellow tee markers, even though this would be a fun experience. Some clubs have taken a new approach to how they identify their courses with the following examples:

Tara Iti	Four courses referred to as, Championship, Back, Middle and Forward.
Wainui	Five courses referred to as, 65, 59, 55, 50 and 45, representing the first two numbers of the course length.
Paraparaumu Beach	Oioi, Harakeke, Pingao, Spinifex and Marram, being the various turf species that exist on the course.

Whilst colours are the easiest way to identify these tees, Golf New Zealand recommends a culture change and members accepting that playing the forward tees is a fun way to experience the game and continue to score well.

2.7 Composite Courses

Introducing composite courses can provide an interesting experience for members who would normally be playing the same tee marker each time they play. They may also add interest to Twilight competitions. Golf New Zealand can very easily create composite courses, mixing up the tees which have been rated.

The standard approach is that a golf club will have ratings for its men from blue, white and yellow sets of tees and the women's ratings will be from white and yellow tees. This provides the opportunity to set up composite courses, which may include:

Men Composite A, B, C	Six holes played from each of the blue, white and yellow tees (which could create three different courses using the various hole combinations)
Men Composite D	Front 9 Blue / Back 9 White
Men Composite E	Front 9 White / Back 9 Yellow
Women Composite A	Front 9 White / Back 9 Yellow
Women Composite B	Front 9 Yellow / Back 9 White
Women Composite C	Mix-up of White and Yellow holes
Twilight Composite A	Nine holes closest to the clubhouse
Twilight Composite B	Nine holes which provide the easiest walk



SECTION 3

HANDICAPPING

SECTION 3 - HANDICAPPING

3.1 World Handicap System

The World Handicap System (WHS) was launched in 2020. For full information contained in this Section refer to the Handicapping Rules at <https://www.golf.co.nz/whs>

Key components of the system include:

- A WHS Handicap Index will be calculated by averaging the best 8 of the most recent 20 scores;
- A cap in two stages to control outward movement:
 - The daily calculation identifies the Low Handicap Index a player has attained in the last 12 months, with the maximum a player's Handicap Index can move out being 5.0
 - Once the calculation reaches over 3.0 there is a softer calculation to control the outward movement
- For exceptional scores, seven strokes better than the current Handicap Index, a reduction of one applies to the previous 20 rounds;
- For exceptional scores, 10 strokes better than the current Handicap Index, a reduction of two applies to the previous 20 rounds;
- A Playing Conditions Calculation (PCC) could lower a course rating on the day by one stroke or increase by up to three strokes;
- Handicap Indexes are updated daily.

3.2 Administration of a Handicap Index

An essential element of WHS is the requirement that each golf club appoints a Handicap Committee.

The Handicap Committee plays a vital role in the successful administration of a player's Handicap Index and is equipped with tools to intervene when the calculated Handicap Index is no longer reflective of the player's demonstrated ability.

Used appropriately, these tools are designed to ensure that players are treated fairly and consistently from golf club to golf club.

Handicap Index administration includes:

- Conducting a handicap review – (*Rule 7.1(i) and Appendix D*)
- Adjusting a Handicap Index – (*Rule 7.1(ii)*)
- Resetting a player's Handicap Index – (*Rule 7.1a/1*)
- Applying a handicap adjustment for an injured player – (*Rule 7.1a/2*)
- Applying a penalty score – (*Rule 7.1b*)

- Withdrawing a Handicap Index – (Rule 7.1c)
- Reinstating a Handicap Index – (Rule 7.1d)

Note: *The Handicap Committee should become familiar with all information contained under Rule 7 Committee Actions and associated Appendices A and D under the Rules of Handicapping*

3.3 Steps to Follow in Adjusting a Handicap Index in DotGolf Live

A Handicap Index can be adjusted in two ways:

- (i) Frozen for a period of time on an index identified by the handicap committee
 - If freezing a Handicap Index the Committee must determine how long a player's Handicap Index is to remain modified or withdrawn. The Committee should compare the frozen Handicap Index to the value determined by the normal computation method.

[Back to member](#)
[Show Handicap Freeze History](#)

Freeze this member's Handicap Index

Start Date:
 Expiry Date: (optional)
 Frozen Handicap Index:

- (ii) Applying an adjustment to the previous 20 scores

[Back to member](#)
[Show Handicap Freeze History](#)

Apply an Adjustment to this member's recent scores

Adjustment Value for each score
 Reset Low Handicap Index

3.4 Sample Letter on Behalf of the Handicap Committee when Adjusting a Handicap Index

Date
Address

Dear

Golf New Zealand - Handicap System

The Club has been informed of a concern that the trend of your handicap is showing inconsistencies, namely -

(This paragraph identifies the trend)

Fair handicapping depends on full and accurate information. It also requires all players to make the best score at every hole in every round, regardless of where the round is played and that players post every acceptable round for peer review.

In accordance with the Rules of the Handicap System, your Club Handicap Committee has the responsibility to uphold the integrity of handicapping and, to ensure the game is much more enjoyable and competition is equitable for all, make certain that all members comply with the system.

Under the Handicap System, if a Club Handicap Committee is concerned a player may be manipulating their scores to influence their Handicap Index, the Committee shall seek an explanation, either in writing or verbally, from the player.

With a concern of possible handicap manipulation being brought to the Handicap Committee's attention, the Committee, taking any such allegation seriously, is obliged to follow up on the issue raised. The Committee therefore requests you to provide to it a written explanation setting out reasons for the variations in scores submitted by you.

It is recommended you respond to this request without delay, as if there is no response received from you by (Date) then the Committee may have to act on the information at hand.

Following consideration of all information provided, and depending on the severity of any offence, under the Handicap System, the Handicap Committee may modify or withdraw a player's Handicap Index if appropriate.

Examples of manipulating scores include:

- Posting erroneous scores
- Stopping play after 8 holes to avoid posting scores
- Repeatedly playing more than one ball to avoid posting scores

- Not adjusting hole scores correctly under the *Equitable Stroke Control (ESC)* limit
- Deliberately reporting more or fewer strokes than actually taken
- Deliberately taking extra strokes to inflate a score
- Not observing either or both of the two basic premises that underlie the Handicap System i.e. that each player will try to make the best score at every hole in every round, regardless of where the round is played, and that the player will post every acceptable round for peer review.

I look forward to receiving a response from you, but if you have any queries or wish to discuss the issue raised before responding, please do not hesitate to get in contact with me.

Yours sincerely

Name

Chairman
(Club) Handicap Committee

3.5 Member Records

A member's scoring record will be saved in DotGolf and displayed at www.golf.co.nz. Scores are therefore available to all members providing the peer review that the system requires:

(i) ***Resignation of a Member***

Upon a member's resignation the Committee should immediately remove the member from the New Zealand Handicapping System (DotGolf). The member's scoring record will be stored in the DotGolf 'Resigned Member Listing'.

(ii) ***Former Member Re-joins***

Where a new member, who has previously belonged to a golf club, re-joins a club, their previous held handicap record must be picked up from the 'Resigned Member Listing' and reinstated under the member's new club listing.

Note: *Even though the handicap system is computerised, the Handicap Committee still has the responsibility of reviewing the data entered into and received from the computer (DotGolf) and applying all other procedures of the handicap system.*



SECTION 4

ALLOCATION OF STROKE HOLES

SECTION 4 - ALLOCATION OF STROKE HOLES

4.1 General

When strokes were first allocated in the 1800s at St Andrews, the initial approach was:

Third-one	A stroke every 3 holes
Half-one	A stroke every 2nd hole
One	A stroke per hole
Two	2 strokes per hole

Today, however, the allocation of stroke holes is not about the hardest hole statistically being stroke hole 1, the second hardest stroke hole 2 etc, but more importantly the equalisation of strokes throughout the 18 holes.

It is of paramount importance in handicap match play that the strokes to be received, irrespective of handicap differences, are evenly spread over the 18 holes.

It is an established fact that the stroke index allocation has virtually no influence on the Stableford result and therefore on handicap calculations.

4.2 Allocation of Stroke Holes

Golf New Zealand recommends the six-hole triad method as covered in The Rules of Handicapping, Appendix E, page 100. <https://www.golf.co.nz/whs>



SECTION 5

HANDICAP COMPETITIONS

SECTION 5 - HANDICAP COMPETITIONS

5.1 Handicap Required for Competition

Golf New Zealand recommends that, in order to enter competitions conducted by all golf clubs, district golf associations and other organisations, a player has a Handicap Index. A Committee can decide whether it introduces a maximum Handicap Index e.g. 18.0 for men, or 24.0 for women.

(a) ***Effective Date of Handicap Required***

When a Handicap Index is a requirement for entering a competition, a player shall submit the Handicap Index in effect on the date of entry.

(b) ***Handicap Index Changed by Handicapping Committee***

A Handicap Index adjusted by the Handicap Committee is the player's Handicap Index.

5.2 Handicap Index to Be Used

(a) ***At the Start of the Competition***

The Handicap Index to be used at the start of a competition must be determined by the Committee in charge of the competition. Golf New Zealand recommends that the Committee requires the use of a Handicap Index in effect on the date the competition commences.

(b) ***Changes During the Competition***

Whether a player's Handicap Index may be changed during a competition is a matter for the Committee in charge to determine and publish prior to the competition.

For ease of competition administration purposes, the Committee in charge of a multi-round competition played during the same or consecutive days must determine within the Terms of the Competition whether a player's Handicap Index will remain unchanged for the duration of the competition. It is strongly recommended that the Handicap Index remains unchanged between such rounds.

5.3 Assignment of Strokes

(a) ***Where to Apply Strokes***

If handicap strokes are applied to a gross score, subtract the player's handicap strokes (usually the Playing Handicap) recorded on the scorecard. The result is the player's nett score.

The Committee in charge of the competition is responsible, after play, for the addition of scores and for subtracting handicap strokes (Playing Handicap) recorded on the score card from gross score to arrive at nett score.

Except as noted otherwise in this section, a player receiving handicap strokes shall take them in the order assigned on the score card. For example, a player receiving three strokes takes them on the first, second and third stroke holes.

- Note:** (i) *In mixed competitions where each player plays their own ball and where allocations are different for men and women, the players receive strokes based on their respective stroke allocations.*
- (ii) *In mixed foursome and selected drive match-play competitions, strokes are received based on the men's allocation.*

(b) **Where to Apply Strokes for Players with a Plus Handicap**

A player with a plus Playing Handicap shall add strokes according to the allocation table beginning with the eighteenth stroke hole. For example, when a player with a plus Playing Handicap competes in a partnership stroke play competition, a side with a Playing Handicap of plus 1 shall add a stroke to its score on the hole designated as the 18th stroke hole. In a match play competition, if the lower handicapped side has a Playing Handicap of plus 1, that side plays at scratch, and adds 1 stroke to the other side's Playing Handicap.

When a plus handicap player is part of a side, the percentage allowances for different types of play, bring that player's handicap closer to zero. For example, a 50 percent allowance applied to a plus 2 Course Handicap makes it plus 1.

5.4 Players Competing from Different Tees

When a competition is played from two or more sets of tees (such as mixed gender or mixed ability events), depending on the format of play and any difference in par between tees, additional strokes may need to be added to the standard calculation of the Playing Handicap for equity purposes and to determine finishing positions, results and prizes.

WHS allows for an inclusive approach –

- If a Stableford format, both genders can select the set of tees they wish to play and due to the slope, course rating and par formula in calculating a Playing Handicap, one competition is equitable.
- If a Stroke Play and Match Play format, where results are recorded as gross or net scores, a player competing from a set of tees with a higher par must receive additional strokes for the round, equal to the difference between the par of the tees they are playing and the tees with the lowest par.

Refer to Section 6 of the Rules of Handicapping <https://www.golf.co.nz/whs>

5.5 Handicap Allowances

Handicap allowances are designed to provide equity for players of all levels of ability in each format of play, over both 9 holes and 18 holes.

Handicap allowances have no effect in determining Handicap Indexes, however, their use is recommended to produce fair and equitable competition.

It is recommended, where possible and based on the size of the field, there be 2 – 3 handicap divisions.

Any handicap allowance is calculated from the Playing Handicap. The following table sets out the Golf New Zealand recommended handicap allowances.

Note: The below recommendations differ from those set out in Appendix C: WHS Rules of Handicapping.

Golf New Zealand Recommended Handicap Allowance Table

Format of Play	Type of Round	Handicap Allowance
Stroke Play	Individual	100%
	Individual Stableford	100%
	Individual Par / Bogey	100%
	Individual Maximum Score	100%
	Four-Ball	100%
	Four-Ball Stableford	100%
	Four-Ball Par/Bogey	100%
Match Play	Individual	100%
	Four-Ball	100%
Other	Foursomes	50% combined team Playing Handicap
	Greensome (Selected Drive) Foursomes	60% Low Handicap + 40% High Handicap
	Chapman / Pinehurst Foursomes	60% Low Handicap + 40% High Handicap
	Best 1 of 4 Stroke Play	75%
	Best 2 of 4 Stroke Play	85%
	Best 3 of 4 Stroke Play	100%
	Best 4 of 4 Stroke Play	100%
	Best 4 of 6 – 16 Rounds Nett (LGU)	100%
	Best 2 of 3 Nett (Sue Bunt Salver)	100%
	Ambrose (4 players)	25% / 20% / 15% / 10% From Lowest to Highest Handicap
	Ambrose (2 players)	35% Low / 15% High
	Total score of 2 Match Play	100%
	Best 1 of 4 Par/Bogey	75%
	Best 2 of 4 Par/Bogey	80%
	Best 3 of 4 Par/Bogey	90%
Best 4 of 4 Par/Bogey	100%	

5.6 Match Play

In match play the game is played by holes. Except as otherwise provided in the Rules of Golf, a hole is won by the side that holes its ball in fewer strokes. In a handicap match the lower nett score wins the hole. A match (which consists of a stipulated round, unless otherwise decreed by the Committee) is won by the side which is leading by a number of holes greater than the number of holes remaining to be played. The Committee may, for the purpose of settling a tie, extend the stipulated round to as many holes as are required for a match to be won. The Committee should also determine the proper allowances before adjusting for competitions from different tees, or in competitions between men and women from the same tees.

(a) ***Singles Match Play***

In singles match play, the match is won by the player who is leading by a number of holes greater than the number of holes remaining to be played. After handicap allowances are determined, apply Section 5.4 in competitions from different tees, or in competitions between men and women from the same tees.

(b) ***Singles Match Play vs Par***

Par competitions are forms of competition in which play is against a fixed score at each hole. The reckoning is made as in match play. Any hole for which a competitor returns no score shall be regarded as a loss. The winner is the competitor who is most successful in the aggregate of holes. After handicap allowances are determined, apply any adjustments in competitions from different tees, or in competitions between men and women from the same tees.

(c) ***Four-Ball Match Play***

In four-ball match play, two play their better ball against the better ball of two other players (*Rules of Golf, Rule 23*). After handicap allowances are determined, apply Section 5.4 in competitions from different tees, or in competitions between men and women from the same tees.

In mixed four-ball match play, strokes are taken as assigned on the players' respective stroke allocation tables. The committee in charge of the competition designates the tees to be played.

(d) ***Four-Ball Match Play vs Par***

In four-ball match play vs par, two play their better ball against par at each hole. The winner is the team which is most successful in the aggregate of holes. After handicap allowances are determined, apply Section 5.4 in competitions from different tees, or in competitions between men and women from the same tees.

(e) ***Total Score of Partners Match Play***

Two players form a side with each playing their own ball against another side. The combined total of their scores for each hole is the score for the side. After handicap allowances are determined, apply Section 5.4 in competitions from different tees, or in competitions between men and women from the same tees.

(f) ***Best-Ball-of-Four Match Play vs Par***

In best-ball-of-four match play vs par, four play their best ball against par at each hole. The winner is the team that is most successful in the aggregate of holes. After handicap

allowances are determined, apply Section 5.4 in competitions from different tees, or in competitions between men and women from the same tees.

(g) ***Foursome Match Play***

In foursome match play, two plays against two and each side plays one ball. During any stipulated round, the partners play alternately from the teeing grounds and alternately during the play of each hole. After handicap allowances are determined, apply handicap allowances in competitions from different tees, or in competitions between men and women from the same tees.

Strokes are taken as assigned on the players' respective stroke allocation table.

(h) ***Foursome Match Play vs Par***

In foursome match play vs par, a match is played against par. The winner is the side that is most successful in the aggregate of holes. After handicap allowances are determined, apply Section 5.4 in competitions from different tees, or in competitions between men and women from the same tees.

Strokes are taken as assigned on the players' respective stroke allocation table.

(i) ***Greensome (Selected Drive) Foursomes Match Play***

Both players play from the teeing ground using their own ball for their tee shot. One ball is then selected and the play proceeds as in Foursomes.

(j) ***American, Chapman or Pinehurst Match Play***

In an American, Chapman or Pinehurst match, two plays against two. Each partner plays from the teeing ground and each plays their partner's ball for the second shot. After the second shot, partners select the ball with which they wish to score and play that ball alternately to complete the hole. After handicap allowances are determined, apply Section 5.4 in competitions from different tees, or in competitions between men and women from the same tees.

5.7 Stroke Play

The competitor who plays the stipulated round or rounds in the fewest net strokes is the winner (*Rules of Golf – The Competition – 3.3*). After handicap allowances are determined, apply Section 5.4 in competitions from different tees, or in competitions between men and women from the same tees.

Note: Refer to the *Handicap Allowances in the Stroke Play Chart under 5.5 to determine allowances under the various formats of competition.*

(a) ***Individual Stroke Play***

Example: Player A has a Playing Handicap of 10 and scores 82. A's net score is 72.
Player B has a Playing Handicap of +2 and scores 70. Player B's net score is 72.

(b) ***Four-Ball Stroke Play***

In four-ball stroke play, two competitors play as partners, each playing their own ball. The lower of the partners' scores is the score for the hole (*Rules of Golf, Rule 23.2*). After

handicap allowances are determined, Section 5.4 must be applied in competitions from different tees, or in competitions between men and women from the same tees.

In mixed four-ball stroke play, strokes are taken as assigned on the players' respective stroke allocation tables, and players must play from the sets of tees designated by the committee in charge of the competition.

(c) ***Total Score of Partners Stroke Play***

In total score of partners stroke play, two players form a side with each playing their own ball. The combined total of their scores for the round is the score for the side. After handicap allowances are determined, apply Section 5.4 in competitions from different tees, or in competitions between men and women from the same tees.

Example: Player A has a Playing Handicap of 12 and scores 87. Player B, their partner, has a Playing Handicap of 26 and scores 101.

The team score is: $(87 - 12) + (101 - 26) = 75 + 75 = 150$.

(d) ***Best-Ball-of-Four Stroke Play***

In best-ball-of-four stroke play, four players score with their best ball at each hole. After handicap allowances are determined, apply Section 5.4 in competitions from different tees, or in competitions between men and women from the same tees.

(e) ***Two-Best-Balls-of-Four***

In two-best-balls-of-four, four players score with their two best balls on each hole. After handicap allowances are determined, apply Section 5.4 in competitions from different tees, or in competitions between men and women from the same tees.

(f) ***Foursome Stroke Play***

In foursome stroke play, partners play one ball. The partners play alternately from the teeing grounds, and alternately during the play of each hole (Rules of Golf, 22.1). After handicap allowances are determined, apply Section 5.4 in competitions from different tees, or in competitions between men and women from the same tees.

(g) ***American, Chapman or Pinehurst Stroke Play***

In American, Chapman or Pinehurst stroke play, two players play as partners, each playing from the teeing ground and each playing their partner's ball for the second shot. After the second shot, partners select the ball with which they wish to score and play that ball alternately to complete the hole. After handicap allowances are determined, apply Section 5.4 in competitions from different tees, or in competitions between men and women from the same tees.

(h) **Stableford Competition**

The reckoning in Stableford competitions is made by points awarded in relation to a fixed score (usually par or net par) at each hole as follows:

Hole Played In:	Points
More than one over fixed score or no score returned	0
One over fixed score	1
Fixed score	2
One under fixed score	3
Two under fixed score	4
Three under fixed score	5
Four under fixed score	6

The winner is the competitor who scores the highest number of points.

5.8 How to Decide Ties in Handicap Competitions

After all the scorecards have been returned in stroke play, the Committee may need to resolve ties for first place or other positions. The Committee should do so by applying the method detailed in the Terms of the Competition (*Committee Procedures – Section 5A(6)*) which should have been specified in advance.

In a qualifier where a fixed number of players will move into match play, or when the competition is a qualifier for a later competition, there may be a play-off or play-offs to decide which players advance, which the Committee should organise.

(a) **Play-off**

In stroke play competitions involving qualification for a subsequent stage of the event it is not uncommon for a number of competitors to be tied for the last qualifying place. This is the case in Regional and Final Qualifying of the New Zealand Open Championship and the New Zealand Amateur Championship and the conditions state that a hole-by-hole play-off is used to determine the qualifiers.

Whilst there is no Rule stating how many competitors should be in a group in a stroke play play-off, it is recommended that normally there should be no more than five. Consequently, if there are seven competitors in the play-off, the Committee should divide them into a group of three and a group of four and have the first player to finish in the previous round teeing off first, the second to finish teeing off second, and so on.

A hole-by-hole play-off with seven competitors playing off, for example, for four places would operate as follows: Group 1, comprising A, B and C play the first hole and then wait for Group 2, comprising D, E, F and G to play the first hole. A, C and F score 4 at the first hole, B, D, G score 5 and E scores 6. Based on this result, A, C, and F have won places, E is eliminated, and B, D and G must play on for one place.

Even if there are only two competitors in a play-off, under the Rules, the play-off is conducted under the Rules of stroke play.

In a stroke play play-off, the Committee should ensure that the competitors are clear as to the purpose of the play-off and know exactly what they are playing for. For example, in Final Qualifying for the New Zealand Open Championship, a play-off involving five players may be for one place in the Championship and the other four determining reserve list order.

(b) ***Countback***

In an 18-hole competition a countback matching cards is used to determine the winner using the last 9 holes. If there is still a tie, then the last 6, then the last 3, then the 18th hole is used.

In competitions greater than 18 holes a countback matching cards is made using the last 18-hole score. If there is still a tie then the last 9, 6, 3 or 1 hole(s) of the 18-hole score are used.

In all cases, if the tie is then still unresolved, then a hole-by-hole countback of the last nine holes starting at the 18th hole should be made. If there is still a tie after this procedure, then the result shall be decided by lot.

In handicap stroke play competition, one-half, one-third, one-sixth, etc of the Playing Handicaps should be deducted proportionately, for example 9 holes – one half, 6 holes – one third, 3 holes – one sixth etc.

Fractions of one-half stroke or more should count as a full stroke; any lesser fractions should be disregarded.

Example: Player A & B finish the round with the same 18-hole net total.

	10	11	12	13	14	15	16	17	18	
Player A CH = (11)	4	6	5	4	3	4	5	6	3	40
Player B CH = (10)	5	4	4	4	4	4	5	5	4	39

Last nine holes: Player A, $11 \times .5 = 5.5$ (rounded to 6) $40 - 6 = 34$
 Player B, $10 \times .5 = 5$. $39 - 5 = 34$
 Last six holes: Player A, $11 \times .33 = 3.6$ (rounded to 4) $25 - 4 = 21$
 Player B, $10 \times .33 = 3.3$ (rounded to 3) $26 - 3 = 23$
 Player A wins the matching of cards.

Note: If there is a multiple tee start, regardless of the starting hole, the last nine holes, last six holes etc is considered to be holes 10-18, 13-18 etc.

(c) **Countback in 'Best of [Multiple Rounds]' in Stroke Play Competitions**

In a 'Best of [Multiple Rounds]' competition, either where players must play all competition rounds or have the option to play a minimum number of competition rounds, a countback matching the last submitted 'best [counting] score' card is used to determine the winner.

If there is still a tie then the last 9, 6, 3 or 1 hole(s) of the last submitted 'best [counting] scores' are used.

If the tie is still unresolved, then a hole-by-hole countback of the last nine holes of the last submitted 'best [counting] scores', starting at the 18th hole should be made. If there is still a tie after this procedure then the result shall be either decided by lot or any trophy held jointly, as set out in the competition conditions.

In handicap stroke play competition, one-half, one-third, one-sixth, etc of the Playing Handicaps should be deducted proportionately, for example 9 holes – one half, 6 holes – one third, 3 holes – one sixth etc.

If there is a multiple tee start, regardless of the starting hole, the last nine holes, last six holes etc are considered to be holes 10–18, 13–18 etc.

At Golf New Zealand tournaments, the above countback procedures are used.

5.9 Professionals Competing in Club Competitions

There is no reason why clubs may not include professional golfers in their casual competitions. Most professionals have a Handicap Index, which is illustrated by a 'P' following the number and have a Handicap Index less than 2.0 with some on plus handicaps.

5.10 How to Complete Match Play Draws

(a) **Qualifying Round(s) Played**

Automatic Draw

When qualifying rounds are held to determine the players who will take part in a match play event, players are seeded into an automatic draw according to the order of their qualifying scores (which may be gross or nett scores depending on the conditions of the competition.)

The player with the lowest score (or aggregate score if more than 1 qualifying round is played) is seeded 1, the player with the second lowest score is seeded 2 and so on.

See the following for the automatic draw template, for fields of 8, 16, 32 or 64

64 Qualifiers Upper Half	64 Qualifiers Lower Half	32 Qualifiers Upper Half	32 Qualifiers Lower Half
1 v 64	2 v 63	1 v 32	2 v 31
32 v 33	31 v 34	16 v 17	15 v 18
16 v 49	15 v 50	8 v 25	7 v 26
17 v 48	18 v 47	9 v 24	10 v 23
8 v 57	7 v 58	4 v 29	3 v 30
25 v 40	26 v 39	13 v 20	14 v 19
9 v 56	10 v 55	5 v 28	6 v 27
24 v 41	23 v 42	12 v 21	11 v 22
4 v 61	3 v 62	16 Qualifiers Upper Half	16 Qualifiers Lower Half
29 v 36	30 v 35		
13 v 52	14 v 51	1 v 16	2 v 15
20 v 45	19 v 46	8 v 9	7 v 10
5 v 60	6 v 59	4 v 13	3 v 14
28 v 37	27 v 38	5 v 12	6 v 11
12 v 53	11 v 54	8 Qualifiers Upper Half	8 Qualifiers Lower Half
21 v 44	22 v 43		
		1 v 8	2 v 7
		4 v 5	3 v 6

When byes occur, ensure the top seeds are the players automatically advancing to the next round.

Example: Round of 16, 11 players

Round 1	Round 2
1 v Bye	1
8 v 9	
4 v Bye	4
5 v Bye	5
2 v Bye	2
7 v 10	
3 v Bye	3
6 v 11	

(b) **No Qualifying Round(s) Played**

(i) **When no byes occur**

When the number of players is 4, 8, 16, 32, 64 etc they are seeded by lot into an automatic draw.

(ii) **When byes occur**

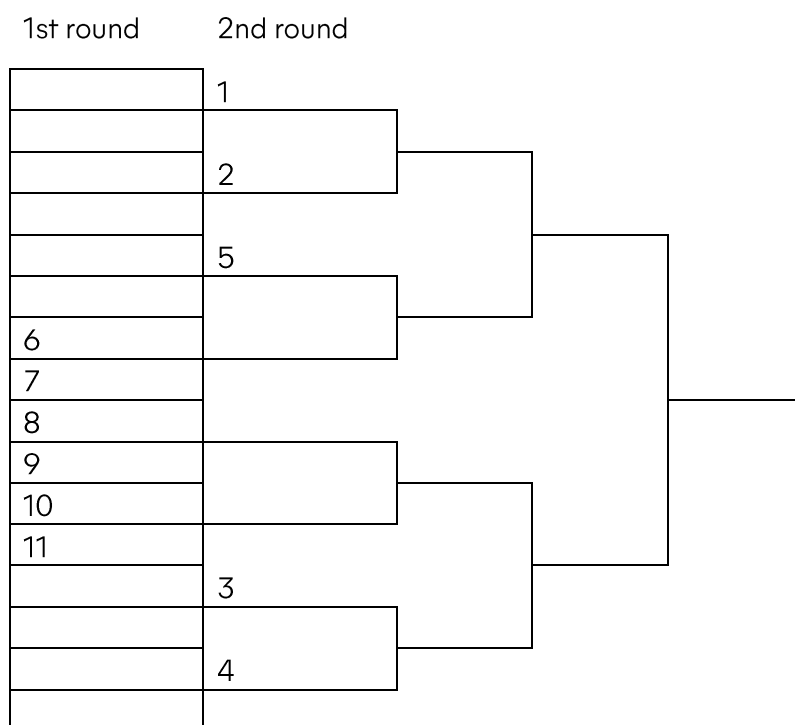
When the number of players is not 4, 8, 16, 32, 64 etc, subtract the number of players from the nearest higher number to determine the number of byes

e.g. 11 players: $16 - 11 = 5$

5 players will have byes in the 1st round and be drawn straight into the 2nd round

6 players will be drawn into the 1st round

Draw the byes first and place those names in pairs alternately top and bottom of the second round in the match play grid. Then draw the remaining names and place in the centre of the first round as follows:



5.11 Combining Stroke and Match Play

One of the most common queries to the Golf New Zealand office is regarding players competing in both stroke and match play competitions concurrently.

The situation tends to exist when the golf shop runs a club scramble, which is usually a Stableford format, and some players in the field who are playing in an official match play competition also want to enter the golf shop scramble.

The combining of match play and stroke play is discouraged as certain Rules are substantially different between the two formats. But there will be times when players either request to combine the two forms of play or, having done so on their own, request a ruling. The Committee should make its best efforts to support players at these times and should use the following guidelines in doing so.

(a) When Players Request to Combine Match Play and Stroke Play

If a Committee chooses to allow players to play a match while competing in a stroke-play competition, it is recommended that the players be advised that the Rules for stroke play apply throughout. For example, no concessions are allowed and if one player plays out of turn, the other does not have the option of recalling the stroke.

(b) When Players Request a Ruling Having Combined Match Play and Stroke Play

If the Committee is asked for a ruling when players have combined match play and stroke play, it should apply the Rules of Golf as they would apply to each of match play and stroke play separately. For example, if one player did not complete a hole for whatever reason then he or she is disqualified from the stroke-play competition for a

breach of Rule 3.3c. But, for Stableford, Maximum Score and Par/Bogey see Rules 21.1c(2), 21.2c and 21.3c(2) respectively.

5.12 Most Improved Player

The recommended method for determining a club's most improved player at the end of a season or year is as follows:

Add 12* to the player's Handicap Index at the start of the season. This is value A. Add 12 to the player's Handicap Index at the end of the season. This is value B.

Divide value A by value B, calculating to three decimal places. This is the improvement factor. The player with the highest improvement factor should receive the most improved player award.

Example:

Starting Handicap Index:	22.6
Ending Handicap Index:	17.4
Value A:	$22.6 + 12 = 34.6$
Value B:	$17.4 + 12 = 29.4$
A / B:	$34.6 / 29.4 = 1.177$
Improvement Factor:	1.177

Continue this process for every player who improved during the year. The player with the highest improvement factor is the most improved player.

*The numbers 6 and 12 have been determined by the USGA as equitable in gauging the improvement of players encompassing the entire spectrum of handicaps. For example, it is relatively the same improvement factor to go from a 20.0 to a 10.0 Handicap Index (improvement factor of 1.454) as it is to go from a 5.0 to a scratch, or zero Handicap Index (improvement factor of 1.416), yet the change in Handicap Index is '10' (20 – 10) versus '5' (5 – 0) strokes. The numbers of 6 and 12 take into consideration the level of a player's improvement rather than the net change in Handicap Index.

5.13 Twilight Tournaments

Twilight tournaments are generally between 4 – 12 holes. The majority are played on a Stableford format.

(a) **Scores to Post**

- (i) To post a 9-hole score, the player must play 9 holes which must be played under the Rules of Golf.
- (ii) The handicapping system allows for 9-hole scores to be submitted which produces an accurate entry to a player's scoring record.
- (iii) To retain uniformity under the handicapping system, golf clubs must keep handicap records up to date.

Note: *All scores, whether 9 or 18 holes, are to be entered for handicap purposes. This includes Twilight competitions.*

(b) **Twilight Handicaps**

- (i) For 9-hole competitions, players who hold Handicap Indexes determine their 9-hole Playing Handicaps for the tee marker being played.
- (ii) Returning Summer Members' handicap records will be reinstated and their scoring record will continue from the previous year. Their Twilight 9-hole Playing Handicap will be determined as in (i) above.
- (iii) New Summer Members will play 54 holes and their Handicap Index will be calculated based on the Lowest Score Differential (-2.0). Once the scores have been submitted into the DotGolf handicap system, the members will obtain a Handicap Index and will then ascertain their 9-Hole Playing Handicap as in (i) above. Where a new member has not played before, in the interim period before gaining their Handicap Index, the competition committee may consider assigning 18-hole Twilight Handicaps to a maximum 36.0 for men, or 40.0 for women. The assigned handicaps should be converted to 9-Hole Playing Handicaps for the tee marker being played.
 - o Where a new member has played before but has not held a previous membership or has any scoring history, subtract 74 from the first score entered for a man's Second-Best Handicap, or subtract 77 for a woman's Second-Best Handicap.

Note: *Once the required number of scores have been submitted, the above 'Provisional Handicaps' will be replaced with Handicap Indexes.*

- (iv) Non-affiliated players can initially be given a Second-Best Handicap. To create a Second-Best Handicap, there are three options:

Option 1:

This option can be used to determine a handicap for the Flexiclub Member who does not hold a Handicap Index but has an 'Average Score Indicator'.

The competition committee asks the unhandicapped player to submit that player's three best gross scores made on a course with a par of 68 or more in the last 12 months. The player's Second-Best Handicap is the second best score the player has given the committee minus 70 (men) or 73 (women).

Example 1: If a male player submits scores of 92, 96 and 98 his Second-Best Handicap would be 96 (second best score) minus 70 to give a Second-Best Handicap of 26.

Example 2: If a woman player submits scores of 92, 96 and 98 her Second-Best Handicap would be 96 minus 73 to give a Second-Best Handicap of 23.

Option 2:

For beginners who have played golf before but have not held a previous membership or have any scoring history, subtract 74 from the first score entered for a man's Second-Best Handicap, or subtract 77 for a woman's Second-Best Handicap.

Option 3:

If a player has never played, regardless of whether they are or are not a member, the Second-Best Handicap is not appropriate and the committee should assign a maximum handicap of 36.0 for men and 40.0 for women. The assigned handicaps should be converted to the 9-hole Playing Handicaps for the tee marker being played.

(c) **Automatic Scoring System Competition Handicaps**

Where a club uses an automatic scoring system to calculate competition results, the non-affiliate player is entered under the assigned handicap or Second-Best Handicap, as calculated above.

Note: Clubs should monitor the non-affiliate player's Twilight competition scoring and adjust their handicap as appropriate.

(d) **Manually Calculated Competition Handicaps**

To establish a Course Twilight Stableford Assessment (CTSA) multiply the number of holes being played by 2.2 and round off the result to the nearest whole number.

- (i) The player's card returned for a Twilight tournament and for Twilight handicapping purposes should show completed holes with the Stableford score gained. Where no Stableford points have been gained, then the ESC score (equivalent to zero Stableford points) should be recorded and marked with a circle or, where individually printed scorecards are used, defined in the appropriate way for that scoring system. The ESC adjustment is for handicapping purposes.
- (ii) The player's total Stableford score (including any adjustments as (i) above) will then have the CTSA deducted from it.
- (iii) Where a player's adjusted Stableford score exceeds the CTSA the player's Twilight Handicap will be reduced by 50% of the differential.
- (iv) Where a player's adjusted Stableford score is less than the CTSA, the player's Twilight Handicap will be increased by 25% of the differential.

Examples where 9 and 11 holes are played:

Holes Played	9		11	
CTSA	$9 \times 2.2 = 19.8$		$11 \times 2.2 = 24.2$	
CTSA Rounded	20		24	
	Player A	Player B	Player C	Player D
Player's Handicap Index	14.0	14.0	10.0	10.0
Player's 9-Hole Playing Handicap on Course with a Slope Rating of 122	8	8	5	5
Stableford Total	25	17	26	23
CTSA	20	20	24	24
Difference	+5	-3	+2	-1
Reduction	$5 \times .5 = 2.5$	$3 \times .25 = .75$	$2 \times .5 = 1$	$1 \times .25 = .25$
New Twilight Handicap	$8 - 2.5$	$8 + .75$	$5 - 1$	$5 + .25$
Exact Twilight Handicap	5.5	8.7	4	5.2
Round Off	6	9	4	5

- (v) In the event of a Twilight tournament being conducted on Medal play, the player's score should also show the appropriate Stableford points in order that the Course Twilight Stableford Assessment can be deducted and the player handicapped accordingly.
- (vi) The player's Twilight Handicap appearing in the records being kept by the club will be to one decimal place. The Twilight Handicap sheet posted by the club will have the handicaps rounded to the nearest whole number – .5 rounds upwards.
- (vii) Twilight Handicaps can be used for Twilight tournaments at other clubs.
- (viii) Where a Twilight competition is played at a club which has an automatic scoring system, scorecards must be submitted for handicapping purposes at the Host Club, however the player must advise their Home Club of their Twilight score for purposes of keeping their Twilight Handicap record accurate. Where a Host Club does not have an automatic scoring system, the player's scorecard should be returned to their Home Club for handicapping purposes.

(e) ***Maintain Flexibility***

Handicappers will be aware that Twilight tournaments are generally a social occasion and the handicap system proposed is designed to be simple for players and handicappers administering the system. Flexibility should be maintained and handicappers should keep in mind the discretion they already have.



SECTION 6

OVERSEAS SCORECARDS

SECTION 6 - OVERSEAS SCORE CARDS

The 34,000 golf courses in the world are rated using the USGA Course Rating system, therefore club members playing golf overseas can bring their scorecards home to have their scores entered for handicap purposes. (*Golf clubs should make their members aware that this facility is available.*)

The process for the club handicapper or data entry person to follow to successfully add overseas scores is:

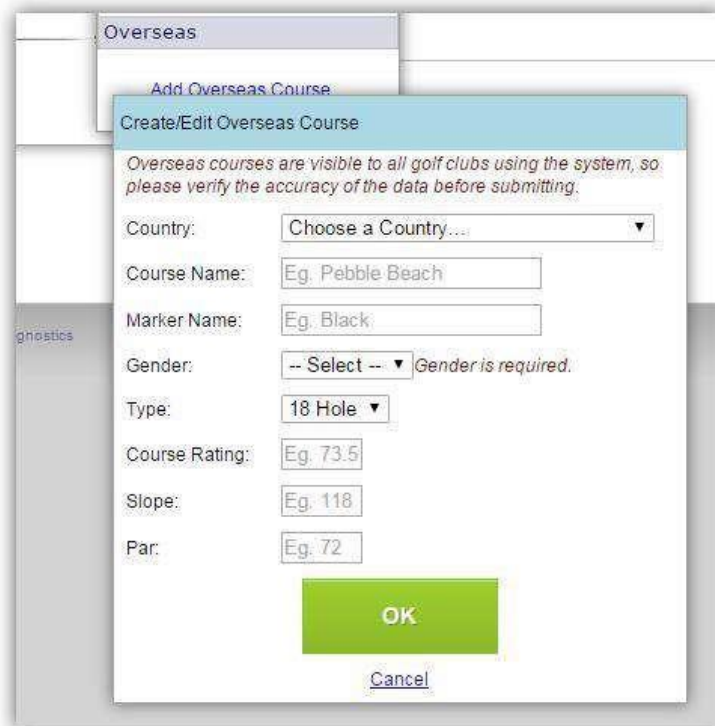
- (i) Go to the score entry area and search for overseas courses previously entered into the system (over time this will populate and grow to a significant number)

Note: *The course must always be searched for first.*



The screenshot shows a software interface for entering scores. At the top, there are tabs for 'Member' and 'Course / Marker'. Under 'Member', the ID '3154511' is visible. A dropdown menu shows 'Pakuranga - White'. Below this, a member profile for 'Abela, Sam' is shown with a photo, name, and 'IDX 3.'. To the right, there are options for 'Men's markers on:' with 'Blue' and 'Red' checkboxes, and a dropdown for 'Pakuranga'. A search box contains 'pebbl', and a list of results is shown: 'New Zealand Overseas' and 'United States - Pebble Beach'.

- (ii) If the course is not listed, it can be added to the course list by following the prompts and completing the relevant fields



The screenshot shows a dialog box titled 'Create/Edit Overseas Course'. It contains a warning message: 'Overseas courses are visible to all golf clubs using the system, so please verify the accuracy of the data before submitting.' Below the warning are several input fields: 'Country:' with a dropdown menu 'Choose a Country...'; 'Course Name:' with a text box containing 'Eg. Pebble Beach'; 'Marker Name:' with a text box containing 'Eg. Black'; 'Gender:' with a dropdown menu '-- Select --' and a note 'Gender is required.'; 'Type:' with a dropdown menu '18 Hole'; 'Course Rating:' with a text box containing 'Eg. 73.5'; 'Slope:' with a text box containing 'Eg. 118'; and 'Par:' with a text box containing 'Eg. 72'. At the bottom, there are 'OK' and 'Cancel' buttons.

Overseas

Add Overseas Course

Create/Edit Overseas Course

Overseas courses are visible to all golf clubs using the system, so please verify the accuracy of the data before submitting.

Country: United States

Course Name: Eg. Pebble Beach

Marker Name:

Gender:

Type:

Course Rating: Eg. 73.5

Slope: Eg. 118

Par: Eg. 72

Course Naming
Please enter the name of the course, for example 'St. Andrews'. Do not include the country name.

OK

Cancel

Overseas

Add Overseas Course

Create/Edit Overseas Course

Overseas courses are visible to all golf clubs using the system, so please verify the accuracy of the data before submitting.

Country: United States

Course Name: Eg. Pebble Beach

Marker Name: Eg. Black

Gender:

Type:

Course Rating:

Slope: Eg. 118

Par: Eg. 72

Marker Naming
Please enter the name of the marker played, for example 'Black'. For nine hole markers, use 'Black F9' or 'Black B9' (or 'Black 9' if unknown).

OK

Cancel

Overseas

[Add Overseas Course](#)

Create/Edit Overseas Course

Overseas courses are visible to all golf clubs using the system, so please verify the accuracy of the data before submitting.

Country:

Course Name:

Marker Name:

Gender: *Gender is required.*

Type:

Course Rating:

Slope:

Par:

Slope

Enter the slope for this course. This should be between 55 and 155 and is an indication of the difficulty of the course when played by a bogey golfer.

(iii) Edit an overseas course that has slope or course rating changes

Member Course / Marker

3154511 United States - Pebble Beach - White

Abela, Sam
Pakuran
IDX 3.

Men's markers on:

18 Hole

Black [Edit..](#) White [Edit..](#)

[Add Marker...](#)

Men's Black on Pebble Beach

Course Rating: 74.3

Par: 72

Slope: 138

[Score Listing](#)

[View Recently](#)

The screenshot displays a web-based interface for a golf management system. At the top, there are two tabs: 'Member' and 'Course / Marker'. Under the 'Member' tab, the ID '3154511' is visible. A dropdown menu for 'Course / Marker' is set to 'United States - Pebble Beach - Black'. Below this, a member profile for 'Abela, Sam' is shown, including a photo placeholder, the name 'Abela, Sam', the title 'Pakuran', and the ID '3'. A trophy icon and the text 'No elig' are also present. There are links for 'Score Listing by' and 'View Recently B'. A 'Legal notice and disc' link is at the bottom left. A 'Men's markers on:' dropdown is set to 'United States - Pebble Beach'. A 'Create/Edit Overseas Course' dialog box is open in the foreground, containing the following fields:

- Course Name: United States - Pebble Beach
- Marker Name: Black
- Gender: Men
- Type: 18 Hole
- Course Rating: 74.3
- Slope: 138
- Par: 72

The dialog box has a green 'OK' button and a 'Cancel' link at the bottom.

- (iv) Once the course has been located, or a new course set up in the system, follow the usual procedure of adding the player's 7-digit ID and then enter the adjusted gross score.

Remember to click on 'Save' and the entry will become part of the scoring record and included in calculations for handicapping.



SECTION 7

WOMEN'S NATIONAL CLUB BASED COMPETITIONS

SECTION 7 - WOMEN'S NATIONAL CLUB BASED COMPETITIONS

7.1 National Teams Championship

(a) **Format of the Event**

- (i) *Club Competition:* Individual 18-hole net. The Club competition shall be played between club opening day – 15 April.
- (ii) *District Finals:* 18 holes Four Ball Stroke Play. The aggregate of the Four Ball net scores of the two pairs is the team's score. The District Final must be played between 20 April and 31 May.
- (iii) *National Final:* The national winner is determined from the scores of the winning teams at all District Finals.

(b) **Terms of the Competition**

The Terms of the Competition are e-mailed to all Clubs at the commencement of each year and posted on the website at <https://www.golf.co.nz/national-championships>.

7.2 Gross Stableford Rosebowl

(a) **Format of the Event**

- (i) *Club Competition:* 36-Hole gross Stableford team competition open to all Clubs. 'Club' means a club whose name is entered in the Golf New Zealand Register of Clubs.
- (ii) *District Finals:* Club teams will compete in a District Final, and the gross stableford scores of the winning team in each district will be forwarded to Golf New Zealand for determination of a national winner.
- (iii) *National Final:* The national winner is determined from the scores of the winning teams at all District Finals.

Terms of the Competition are e-mailed to all Clubs at the commencement of each year and posted on the website at <https://www.golf.co.nz/national-championships>.

7.3 18-Hole Home Links

- (i) *Club Competition:* Home Links events are played at home club courses with district and national winners being determined from individual club results, i.e. there is no play-off at club/district level. The Club competition shall be played between club opening day and 31 May.
- (ii) *District Finals:* The district winners, and ties, for each event will be determined by the respective District Association.
- (iii) *National Final:* The national winners will be determined from the scores of the district winners.

The Terms of the Competition are e-mailed to all Clubs at the commencement of each year and posted on the website at <https://www.golf.co.nz/national-championships>.

Event Specific Conditions:

(a) **Nancy MacCormick Memorial Foursomes**

Nancy MacCormick was appointed Secretary of the NZLGU in 1932 and remained in that office until her death in 1952. In 1953 silver salvers were purchased to commemorate her long years of service and so began the Home Links Foursomes competition.

- (i) The competition is Foursomes handicap stroke play, played over 36 holes on one day or 18 holes on two days within a four-week period.
- (ii) Players choose their own partners, and pairs are then drawn at random to play together.
- (iii) The partners' teeing off order may be changed for the second 18 holes.
- (iv) A pair's Playing Handicap is 50% of the pairs' combined Playing Handicaps.
- (vi) The current Handicap Indexes and Playing Handicaps of both partners must be recorded on the scorecards for each 18 holes.

(b) **Coronation Medal** (presented by Miss Pearson and Mrs Hulton of England)

- (i) Open to players in the Silver division only.
- (ii) The competition is 18-hole handicap stroke play i.e. best net competition.

(c) **Aotearoa Cup** (presented by Miss M. Payton)

- (iii) Open to players in the Silver and Bronze divisions.
- (v) The competition is 18-hole handicap stroke play i.e. best net competition
- (vi) The Silver and Bronze division players should be kept separate in the draw if possible.

(d) **Best Gross Cup**

- (i) Open to players in the Silver and Bronze divisions.
- (ii) The competition is 18-hole gross stroke play i.e. best gross competition

(e) **Veterans Trophy**

- (i) Open to players in the Silver and Bronze divisions who are 70 years of age or over as at the date of the competition.
- (ii) The competition is 18-hole handicap stroke play i.e. best net competition.

(f) **Junior Girls 18 Hole Home Links**

- (i) Open to Full Playing Members ('Full Playing Member' means a full, active 18-Hole member of a Club) who are under 19 years of age as at club opening day of the current year holding a Handicap Index.
- (ii) There are two 18-hole events, Junior Best Gross and Junior Best Net.

- (iii) Eligible scores are those returned in rounds played between the period from club opening day to 31 May in a Club or LGU Medal competition at the member's home club.
- (iv) The player's date of birth must be recorded on the club Home Links Results Sheet.

7.4 9 Hole Home Links

- (i) *Club Competition:* The Home Links event is played over three rounds at home club courses with district and national winners being determined from individual club results, i.e. there is no play-off at club/district level. The Club competition shall be played between club opening day and 31 May.
- (ii) *District Finals:* The district winners, and ties, for each event will be determined by the respective District Association.
- (iii) *National Final:* The national winner will be determined from the scores of the district winners.

The Terms of the Competition are e-mailed to all Clubs at the commencement of each year and posted on the website at <https://www.golf.co.nz/national-championships>

7.5 18-Hole LGU Competition

Golf New Zealand will give annually to each Club Silver and Bronze medals to a maximum of 1 Silver medal and 3 Bronze medals for competition amongst Silver and Bronze division players.

- The **Silver Medal Division** is Handicap Indexes up to **18.4**
- The **Bronze Medal Division** is Handicap Indexes **18.5 to 54.0**. The number of Bronze divisions is determined as follows:
 - Up to 20 Bronze club members 1 Bronze division
 - 21 – 40 Bronze club members 2 Bronze divisions
 - 41+ Bronze club members 3 Bronze divisions

Clubs set their own handicap divisions within the above Bronze divisions so that there are even numbers competing for each medal.

Bronze I, II and III Divisions, once defined at the beginning of a year, will apply for the remainder of that year, but may be redefined as necessary from year to year.

Medals will be awarded for the Golf New Zealand year (January to December) and forwarded in September to the club.

LGU Medal competitions are medal competitions authorised by the Club committee each year. There shall be a minimum of six and a maximum of 16 LGU Medal competitions programmed annually.

Replacement of lost LGU medals can be purchased from Golf New Zealand.

The Terms of the Competition are e-mailed to all Clubs at the commencement of each year and posted on the website at <https://www.golf.co.nz/national-championships>

7.6 9-Hole LGU Competition

Golf New Zealand will give annually to each Club one 9-Hole LGU medal for competition amongst 9-Hole members.

- The **9-Hole Medal Division** is Handicap Indexes up to **54.0**.

The medal will be awarded for the Golf New Zealand year (January to December) and forwarded in September to the club.

The 9-Hole LGU Medal competition is a medal competition authorised by the Club committee each year. There shall be a minimum of six and a maximum of 12 9-Hole LGU Medal competitions programmed annually.

The dates for 9-Hole LGU Medal competitions must be fixed and published at the beginning of the year. They may be programmed more than once a month during the playing season. A Club may hold more than one 9-Hole LGU Medal competition in the same week.

Replacement for lost LGU badges can be purchased from Golf New Zealand.

The Terms of the Competition are e-mailed to all Clubs at the commencement of each year and posted on the website at <https://www.golf.co.nz/national-championships>



SECTION 8

HOSTING GOLF NEW ZEALAND EVENTS

SECTION 8 - HOSTING GOLF NEW ZEALAND EVENTS

For well over a century Golf New Zealand has conducted national championship events and we are very grateful to the many host Clubs that have provided their facility.

The development of our elite golfers is important, and this could not happen without a comprehensive domestic tournament programme. Through hosting an event Clubs play their part in this development process while also providing recognition for their course. It is also an excellent way for Club members to be unified in preparing and then helping to deliver an event while working with the Golf New Zealand tournament team.

Golf New Zealand provides financial assistance and there have been many examples where hosts have made a very nice profit in hosting a championship. We also provide advice regarding course preparation and provide training for your volunteers where required.

On occasion Golf New Zealand will approach Clubs to seek their availability, but we also welcome Clubs contacting us directly if they would like to host an event. In our experience, some of the best events have been at venues where the members are proud to be involved and relish the opportunity to see elite golf played on their course. Any one of our 18-hole golf courses can host an event and we encourage Clubs to express their interest. For Clubs that are interested in being considered as a future venue for one of our championship events (see tournament list below) they can register as below:

1. Consider the event you would prefer; e.g. junior, women's, men's, team.
2. Contact Golf New Zealand (Dave.Mangan@golfnz.org) and your District Association expressing your availability and a preference for the event and year.
3. Golf New Zealand endeavours to select venues 2-3 years in advance and will keep you informed on your success or otherwise.

Tournament List

Tournament	Time Commitment	Venue Considerations
New Zealand Amateur (Men's & Women's)	6 days 1 practice & 5 tournament	A course with a proven reputation. One of the best in the District
New Zealand Stroke Play (Men's & Women's)	5 days 1 practice & 4 tournament	A course with a proven reputation. One of the best in the District
Men's Interprovincial	6 days 1 practice & 5 tournament	Rotates around each District. A good test of golf and an exciting match play venue
Women's Interprovincial	6 days 1 practice & 5 tournament	Rotates around each District. A good test of golf and an exciting match play venue
North Island Stroke Play	3 days 1 practice & 2 tournament	One of the best courses in the District
South Island Stroke Play	3 days 1 practice & 2 tournament	One of the best courses in the District
Freyberg Masters	6 days 1 practice & 5 tournament	Rotates around each District. A good test of golf and an easy walking course
Women's Masters	4 days 1 practice & 3 tournament	Rotates around each District. A good test of golf and an easy walking course
New Zealand Age Group Championship	4 days 1 practice & 3 tournament	A quality course
New Zealand Women's Age Group Championship	4 days 1 practice & 3 tournament	A quality course
New Zealand Secondary Schools Final	2 days 1 practice & 1 tournament	A quality course

Tournament	Time Commitment	Venue Considerations
New Zealand Seniors	5 days 2 practice & 3 tournament	A quality course and easy walking
Other Events NZ Women's Seniors NZ Women's Autumn Foursomes NZ Women's Senior Foursomes NZ Mid-Amateur NZ Mixed pairs	5 days 4 days 5 days 3 days 3 days	



SECTION 9

FUN FORMAT COMPETITIONS

SECTION 9 - FUN FORMAT COMPETITIONS

Golf New Zealand believes it is important to provide Club members with a variety of competitions. These can be of a formal nature, such as club stroke and match play championships, four-ball or foursome championships, but there are also many fun competitions to consider.

The following explains the format of some of these competitions.

Note: Refer to the *Handicap Allowance Tables (Section 5.5)* for the operation of handicaps in these events.

9.1 American Foursomes

Both players use their own ball for their tee shot and play their partner's ball for the second shot. A decision is then made as to which ball is nominated as the 'ball in play.' Play proceeds as in Foursomes with the owner of the ball selected playing the third stroke. (An interesting match play competition can be played using American Foursomes format, especially if the opposition is permitted to nominate which ball is played. This can be on every hole or a nominated number of holes. It is not allowable to nominate a ball which is out of bounds.)

9.2 Canadian Foursomes

In Canadian Foursomes stroke play, two players play as partners. Each player plays from the teeing ground and then select the ball with which they wish to score and play that ball alternately to complete the hole. Apply handicap allowances in competitions from different tees, or in competitions between men and women from the same tees.

9.3 Greensome Foursomes

Both players use their own ball for their tee shot and their second stroke. One ball is then selected and the play proceeds as in foursomes.

9.4 Scotch Foursomes

Partners play alternate strokes with one ball continuously, e.g. if player A holes out, player B drives from the next tee irrespective of whether or not they played the previous tee shot.

9.5 Par

In par play the score is entered on the card in the same way as in stroke play. It is the custom that when a player is beaten by par, the ball shall be picked up. This helps speed up play.

After entering the stroke score on the card, the result is marked in the column provided with a '+' sign for a win, an 'o' for a half and '-' for a loss. At the end of the round the plus and minus signs are added and the net result written in as so many 'up', 'down' or 'all square'.

Strokes are taken at holes as indicated on the card. Where the course handicap is more than 18, two strokes will be allowed on the number of holes that the handicap exceeds 18. These strokes will be taken in the same order as followed for the first 18 holes.

9.6 Bisque Par

This is played against par, but with the allowable strokes taken wherever the player wishes, rather than at the holes set down on the card. Strokes taken must be decided upon when marking the card hole by hole, and not at the end of the round. e.g. A player with a six on a five par may use one of his/her strokes for a half, two for a win, or none for a loss.

9.7 Four Ball Stroke Play vs Par

Two players play as partners each taking strokes at holes as in a par competition. If one of the partners wins a hole and the other halves it, only the win is counted. If one halves a hole with par and the other loses it, only the half is counted and so on. Plus '+', half 'o' and minus '-' signs are added at the end of the round and recorded as in an ordinary par competition. In a four-ball handicap event care must be taken to mark the scores of each player in separate columns headed by the initials of the player. If the scores are mixed and it is impossible for the Committee to check the card the players will be disqualified.

As in four-ball stroke play, two competitors play as partners, each playing their own ball. The lower of the partners' scores is the score for the hole (Rules of Golf, Rule 23). Apply handicap allowances in competitions from different tees, or in competitions between men and women from the same tees.

9.8 Hidden Holes

The player records his/her medal round, taking off their Course Handicap and recording the net score. The person in charge of the competition has an outsider choose one or more holes, and the player's scores on these holes are subtracted from the net score. The player with the lowest score is the winner.

Example: A player has a net 75. On the three chosen holes, they scored 6, 5 and 4.

$6+5+4=15$ which is deducted from their net score: $75-15 = 60$.

9.9 Hidden Holes – Alternative Method

The player records his/her medal score. Nine holes are chosen at random by an outsider and these are counted, half the handicap being deducted and the winner being the player with the best net score.

9.10 Flag Match

The first player hitting off in a competition carries a flag with a label attached. When the player reaches the place where they have played the number of strokes required to play to the par of the course plus their handicap, they place the flag in the ground on this spot. Any player following who has not played their quota of strokes may move the flag forward. On reaching the place where they have used up all their strokes they place the

flag there, marking their name on the label. A player who still has some strokes in hand must continue on down the nineteenth until they have used up those strokes.

Example: Player 1 on a three handicap on a course with par 71 must place the flag where their 74th stroke has landed.

Player 2 following, and on an 18 handicap, is allowed 89 strokes. If when they reach the flag they are only 85, they move it to the position they are in after four more strokes.

9.11 All Irons Competition

The players use no woods, but irons for all shots even from the tees. In the competition conditions the committee should stipulate what constitutes an iron, e.g. 'traditional style irons only may be used' or 'recovery irons may not be used'. The winner is the player with the best nett, gross, or stableford, as decided prior to play.

Note: *Scores made under this competition are not acceptable for handicap purposes.*

9.12 Eclectic

Competitors play two or more rounds and the eclectic score is the lowest score obtained at each hole on the rounds. Sometimes the competitions extend over the whole season and the total score for the holes is subject to the deduction of a proportion (e.g. half) of the player's handicap on the last day of the competition. The Committee should determine if eclectic scores are permitted to be entered for Match Play competitions.

9.13 Teams Eclectic

The same idea is used for teams of three or four, when only the best net or stableford score in the group is recorded for the team score on each hole. All scores should be recorded on the card. The one used for the team score should be ringed, then carried out to one column for the team score.

9.14 Ambrose

Team stroke event, usually played by two, four, six or eight, but can be any number. Each player plays a tee shot at each hole. The team captain then selects the best drive and a marker is placed near it. All players retrieve their balls and in turn play their second shots from the marked spot. The ball in the best position is chosen again and this procedure continues until the ball is holed. This event can be played as a gross event with each group having a spread of handicaps, or as a handicap event where a fraction of the aggregate handicaps is used e.g. one-eighth for a team of four. This is an excellent introductory game for groups of beginners or juniors.

A recommendation for how to allocate handicaps is in the handicap allowance table.

9.15 Three-Ball Ambrose

Advantage over normal Ambrose is that it can be played in sixes. Each member of the three-person team tees off and the captain selects the best drive from which position the two players whose ball was not selected play. The best of these two shots is then played by the person whose shot was not selected and the original owner of the tee shot. This continues until the ball is in the hole, with the selection of each shot resulting in the owner

not playing. Handicap allowance is 25% of combined course handicaps. Normally it is compulsory to use at least five tee shots from each player. This format is not as slow as a normal Ambrose as only two balls per team are in play after the tee shot.

9.16 Pembroke Ambrose

Four players per team. Advantage over normal Ambrose is that it can be played in eights. All team members tee off and one is selected as the 'ball in play.' The owner of that ball does not play again on that hole, unless there is a fifth shot. The second shot is selected, and the owner does not play again, but the other two do. The third shot is selected, and the owner of that ball does not play again, leaving the fourth shot to the final player. If a fifth shot is required, the person whose tee shot was taken plays and so on. This continues until the ball is holed. Each team member must have at least four of their tee shots used. Handicap allowance of 25% of combined handicaps. A quick round even if played in eights is the norm.

9.17 Yellow Ball Teams Event

Players play this Stableford competition in teams of four. A team captain is appointed to control the playing order. The playing order is decided before play begins. Each player must tee off with the 'yellow ball' four times, and the person with the 'yellow ball' tees off first. Scoring for each hole is the 'yellow ball' Stableford points which are tripled ($2 \times 3 = 6$ or $0 \times 0 = 0$) and the other two best Stableford points for each hole. If the 'yellow ball' fails to score a point, three Stableford points are deducted from the other two counting scores. For holes 17 and 18 (does not matter where you start) there is no 'yellow ball' all four stableford points are added together. (Verdict: This is unusual and enjoyable with players having the added pressure of playing the 'yellow ball' on some holes. It is surprising what a difference it makes, and you soon find out whom your friends are if you fail to score!)

9.18 Russian Roulette Stableford

On each hole the two players who are partners multiply their stableford points together for their combined score.

Note: *Anything multiplied by zero equals zero.*

9.19 Rabbits Stableford

Teams of two, three or four. Multiply all team members' Stableford points together after each hole to get team score for that hole.

Example for a three-member team - $2 \times 2 \times 3 = 12$ Stableford points, or

$4 \times 2 \times 0 = 0$ Stableford points.

9.20 Two Persons – Three Formats (Ambrose/Four Ball Best Ball/Foursomes Stableford)

The competition is played over 18 holes with each of the Ambrose/FBBB and Foursomes formats being played over six holes each, as determined by the match committee. The same six holes are used for each format whether or not a one tee or multiple tee start is used.

Example: Holes 1 – 6 Ambrose; holes 7 – 12 FBBB; holes 13 – 18 Foursomes.

Allowance: Ambrose and Foursomes – 50% of partners' combined Course Handicap.

Note: *In a mixed team, strokes are received based on the men's allocation.*

Four Ball Best Ball – 100% of Course Handicap.

Note: *In a mixed team, strokes are taken as assigned on the players' respective stroke allocation tables. For example, if men are playing the middle tees and women are playing the forward tees, strokes must be taken by men as they are allocated from the middle tees and by women as they are allocated from the forward tees.)*

9.21 Four Format Team Event

Each group of four must select on the first tee who plays which format.

1. Gross
2. Nett
3. Stableford
4. Par - To clarify this is the +, 0 or -, on each hole.

Lots of strategy in selection but the gross and nett players would usually be the consistent player as they need to finish out on every hole. The other two can be the erratic player. But that is for the group to decide.

To calculate a winner, work on over and under relating to a par performance. Minus for playing over the expected and plus for being better. We suggest minus for playing over as that is how the par format works.

Example 1

Player 1	Gross 76 (par 71)	-5
Player 2	Nett 69	+2
Player 3	37 stableford points	+1
Player 4	-3	-3

Add up the four adjustments and this team were -5

Example 2

Player 1, Gross 70 (par 71) +1

Player 2, Nett 68 +3

Player 3, 36 stableford points 0

Player 4, +1 +1

Add up the four adjustments and this team were +5

9.22 Clubhouse Viewed Shootout

On a Saturday or Sunday afternoon why not try a fun nearest the pin knock-out competition for those staying on for a drink after their round. If you have 32, 16 or 8, complete a quick draw for a knock-out competition. If you have a number where some players will start in the second round, award the byes to those that returned the best nett/stableford scores on the day.

As players progress to the next round, change the location of the shot.

The winner could receive a sponsored prize, bar tab, bottle of wine, etc.

9.23 Greenkeepers Revenge

There are several options for greenkeeper's revenge.

- (i) Play the normal course but place the pin positions in crazy positions.
- (ii) Use the above, plus compulsory novelty shots. Some examples are:
 - Playing from the opposite side on one tee (a right hander plays left handed and vice versa)
 - Standing on a car tyre to play a tee shot.
 - Putting with a pool cue, or tap on the end of a shaft.
- (iii) Playing the course backwards, for example
 - From the front of the 18th green to the 17th green
 - Front of the 17th green to the 16th green, etc.

9.24 Cross Country

Establish a challenge which can start and finish near the clubhouse. It might be the best score from the first tee to the furthest corner of the course. Use your imagination.

These notes are only intended to assist in the general concept of how various competitions are played. They must be read in conjunction with the Rules of Golf and in particular the Committee shall lay down the conditions under which a competition is to be played. Golf New Zealand will not, except in the most exceptional circumstances give a decision on any query submitted, when play is conducted otherwise than in accordance with the Rules of Golf.



SECTION 10

AMATEUR STATUS

SECTION 10 - AMATEUR STATUS

The distinction between an amateur and a professional golfer needs to be maintained.

Amateur golf has two essential features:

1. Rules of Golf are applied through self-regulation
2. It has an effective system of handicapping that enables any player to compete on equal terms with any other player

This section is to assist Golf Clubs in understanding how they can help uphold this special code.

10.1 Guidelines on Prizes for Amateur Golfers

(i) **Playing for Prize Money**

An amateur golfer must not play golf for prize money or its equivalent in a match, competition or exhibition.

However, an amateur golfer may participate in a golf match, competition or exhibition where prize money or its equivalent is offered, provided that prior to participation he/she waives his/her right to accept prize money in that event.

Exception: Hole-in-one prizes

(ii) **Prize Money to Charity**

An amateur golfer may participate in an event where prize money or its equivalent is donated to a recognised charity, provided the approval of the Governing Body is first obtained in advance by the organiser.

(iii) **Prize Limit**

An amateur golfer may accept a prize or prize voucher of retail value no greater than NZ\$1,500.

The prize limit applies to the total prizes or prize vouchers won by an amateur golfer in any one competition, e.g. main prizes (1st, 2nd, 3rd etc), longest drive, nearest the hole, etc. or a series of competitions. In a foursome, four-ball or team competition, each player may individually accept a prize up to the limit of NZ\$1,500, however, the players may not jointly accept one prize over the limit of NZ\$1,500.

(iv) **Symbolic Prizes**

An amateur golfer may accept a symbolic prize of any value. A symbolic prize is a trophy (e.g. a cup, medal, plaque, etc.) made of gold, silver, ceramic, glass or the like that is permanently and distinctively engraved. The reference to the engraving is important as it distinguishes these prizes from other items of utilitarian purposes, such as watches, luggage, golf bags or other merchandise. Although such items may be engraved or marked, acceptance of such a prize exceeding the limits of Rule 3-2a would be a breach of the Rules. Symbolic prizes cannot be used as a means to circumvent the prize limit Rule.

(v) **Prize Vouchers**

A prize voucher in lieu of a prize, is a voucher, gift certificate, gift card or the like, which has been approved by the Committee in charge of a competition, for the holder to select goods and services from a professional's shop, a Golf Club or other retail source.

The guidelines on issuing and redeeming prize vouchers are:

- (a) The organising committee is strongly encouraged to define accurately the purpose for which the voucher may be used e.g. purchase of goods in a professional's shop or sporting goods shop, any goods and services from the Golf Club or from any retail or food and beverage source.
- (b) A voucher may be credited to a Golf Club account and be used for items such as a bar bill, Golf Club subscription, payment of entry fees, and other goods and services at the Club, e.g. vouchers may be applied toward use of a practice area, tuition, use of a golf cart, green fees and food and beverages.
- (c) When making payment in respect of the voucher, it is the duty of the organising committee to satisfy itself that the conditions of the voucher have been complied with and that it has been redeemed for the respective goods and/or services.
- (d) If the value of the voucher, is, say \$200, the organising committee may, at its discretion, issue two vouchers for \$100, four vouchers for \$50 etc., if it considers that these would be simpler to administer.
- (e) An amateur golfer may submit a voucher to his/her District Association or Golf New Zealand and thereafter be reimbursed, from the voucher, for any expenses incurred that relate directly to competing in a golf competition. Therefore, following the production of receipts, an amateur golfer could be reimbursed for expenses such as travel and accommodation costs, entry fees, etc. which relate directly to participating in the competition concerned.

Note: *Golf New Zealand runs trust accounts for around 75 elite players.*

(vi) **Hole-in-One Prizes**

An amateur golfer may accept a prize of retail value in excess of the NZ\$1,500 limit, including a cash prize, for a hole-in-one made while playing a round of golf.

It is important to note that the hole-in-one must be made during a round of golf and be incidental to the round of golf. Multiple entry competitions (where the amateur has several attempts at achieving the hole-in-one), putting competitions, nearest the hole and longest drive contests and competitions conducted other than on a golf course (e.g. on a driving range or golf simulator) do not qualify and are subject to the prize limits.

(vii) **Longest Drive and Nearest the Hole Prizes**

For longest drive, nearest the hole and other competitions where golf skill is a factor, it is a breach of the Rules for an amateur golfer to accept a prize of retail value in excess of NZ\$1,500 or the equivalent.

(viii) **Sweepstakes, Gambling, Wagering**

Informal gambling is permitted among individual golfers or teams of golfers provided the primary purpose is the playing of the game for enjoyment, not for financial gain. Cash payments for gambling are permitted when the players know each other, participation is optional and is limited to the players, the money is advanced by the players and the amount of money involved is not generally considered to be excessive.

10.2 Elite Amateurs

A player of golf skill or reputation must not use their name and likeness for financial gain.

1. **An amateur golfer may:**

- (i) Accept free food and drink at a golf competition, provided the same is offered to all competitors.
- (ii) Receive financial support from a member of his/her family.
- (iii) Receive expenses while playing in a team event.
- (iv) Receive financial assistance for participation in individual events provided such funds are lodged with, and disbursed by, the national, regional, state or county golf union or association, or where authorised, his club.
- (v) Receive expenses for participating in an exhibition match in aid of a recognised charity.
- (vi) Accept reasonable subsistence expenses, not exceeding actual expenses incurred, to assist with general living costs. The expenses must be approved by and paid through the player's national golf union or association.
- (vii) Accept an educational scholarship whose terms and conditions have been approved by the golfer's Governing Body.

2. **An amateur golfer of golf skill or reputation may:**

- (i) Accept equipment free of charge from a manufacturer, provided no advertising is involved.
- (ii) Have his/her name embossed on golf equipment and clothing. The golf equipment or clothing may bear only the name of the manufacturer of the equipment or clothing in addition to the name of the player.
- (iii) As a member of a team, have the logo of a sponsor on his/her golf bag or clothing in addition to the name and/or emblem of the team.

Note 1: Golf Bag: *If the sponsor is not the bag manufacturer, the sponsor's name and/or logo must not appear more than once on the bag and must not exceed a perimeter measurement of 500mm.*

Note 2: Clothing: *A sponsor's name and/or logo must not exceed a perimeter measurement of 220mm. Each garment may have multiple sponsor's names and/or logos, provided the total perimeter measurement of all names and/or logos does not exceed 220mm.*

3. ***An amateur golfer of golf skill or reputation must not:***
 - (i) Use his/her name or identity to advertise or sell anything.
 - (ii) Display his/her own name, or if sponsored the sponsor's name, on a motor car.
 - (iii) Accept payment or compensation for broadcasting, writing, or allowing his/her name to be used as author, on any material concerning golf unless he/she is actually the author and instruction in playing golf is not included.
 - (iv) Accept honorary membership, or membership at a reduced rate, as an inducement to play for a Golf Club.

4. ***An amateur golfer must not***
 - give instruction in playing golf for payment or compensation, other than as part of an instructional programme approved by the Governing Body.

For more information on the points above, please refer to the Rules of Amateur Status and Decisions on the Rules of Amateur Status at www.randa.org

10.3 Reinstatement to Amateur Status

Golf New Zealand has the sole authority to:

- Reinstatement to Amateur Status a professional golfer or person who has infringed the Rules of Amateur Status
- Prescribe a waiting period for reinstatement, or
- Deny reinstatement

Each application is considered on its own merits with consideration normally given to the principles outlined in Rule 9 of the Rules of Amateur Status.

To make application for reinstatement to amateur status contact Golf New Zealand
Phil.Aickin@golfnz.org



SECTION 11

COURSE RECORDS BEST GROSS SCORES AND HOLES IN ONE

SECTION 11 - COURSE RECORD BEST GROSS SCORE AND HOLE IN ONE

11.1 Course Record and Best Gross Scores – Conditions

Golf New Zealand is regularly asked what constitutes a course record. The following is to assist in your determination.

Golf New Zealand believes that any extraordinary round, whether played from a shortened set of tees or preferred lie, deserves recognition and there is no reason why the score card could not be displayed as a best gross score.

An official **Course Record** will only be accepted when playing the lie in an individual stroke play competition with the holes and tee markers in their proper medal or championship positions.

Note: *Scores returned when a singles event is played in conjunction with a four-ball event are excluded.*

An official **Best Gross Score** will only be accepted if made in an individual stroke play competition with the holes in their proper medal or championship positions and tee markers in position to maintain the playing length of the course. Preferred lies will be permitted.

Note: *Scores returned when a singles event is played in conjunction with a four-ball event are excluded.*

For the purposes of Course Records or Best Gross Scores:

A **competition** is a club, open, district, national or international event where the players have not organised their own fellow competitors. i.e. a scramble becomes a 'competition' when the club organises the playing group on an official club day. 'Extra Day' scores are excluded.

A **'four ball event'** includes four ball stroke play events, team events, and any others where the final score is reliant on more than an individual score.

The **hole in the correct position** means that there can be no Record or Best Gross Score if there is any temporary green in place, as even if the playing length of the course is unaltered, the playing conditions are.

Tee markers in the correct position means that if there is a temporary tee in place, it must be there for a term of no less than six months, and the playing length and characteristics of the hole must be unaltered. Each tee marker does not have to be exactly on the marker plate, but the overall playing length of the course must be maintained.

11.2 Hole in One Badges

For purposes of awarding a Golf New Zealand 'hole in one' badge:

- The hole in one must be scored on a Golf New Zealand affiliated course
- The player must be a member of a Golf New Zealand affiliated golf club and have at least five scores entered in their scoring record
- The player must complete the recognised minimum number of holes (nine for a 9-hole score / 10 for an 18-hole score) required for submitting a scorecard for handicapping

purposes and the scorecard must be submitted

- There is no limit to the number of holes to be completed in a competition where scorecards are unacceptable for handicap purposes, for example an 'all irons competition' however the scorecard must be submitted for verification of the hole in one.

Badges are available for purchase from District Associations and must be applied for by the player's Home Club enclosing a copy of the scorecard and payment to cover the cost of the badge.

Replacement badges can also be obtained from District Associations.

District Associations can obtain badges from Golf New Zealand.



SECTION 12

DOTGOLF

SECTION 12 - DOT GOLF

DotGolf is a world class solution for handicapping and golf club administration.

The key contacts are:

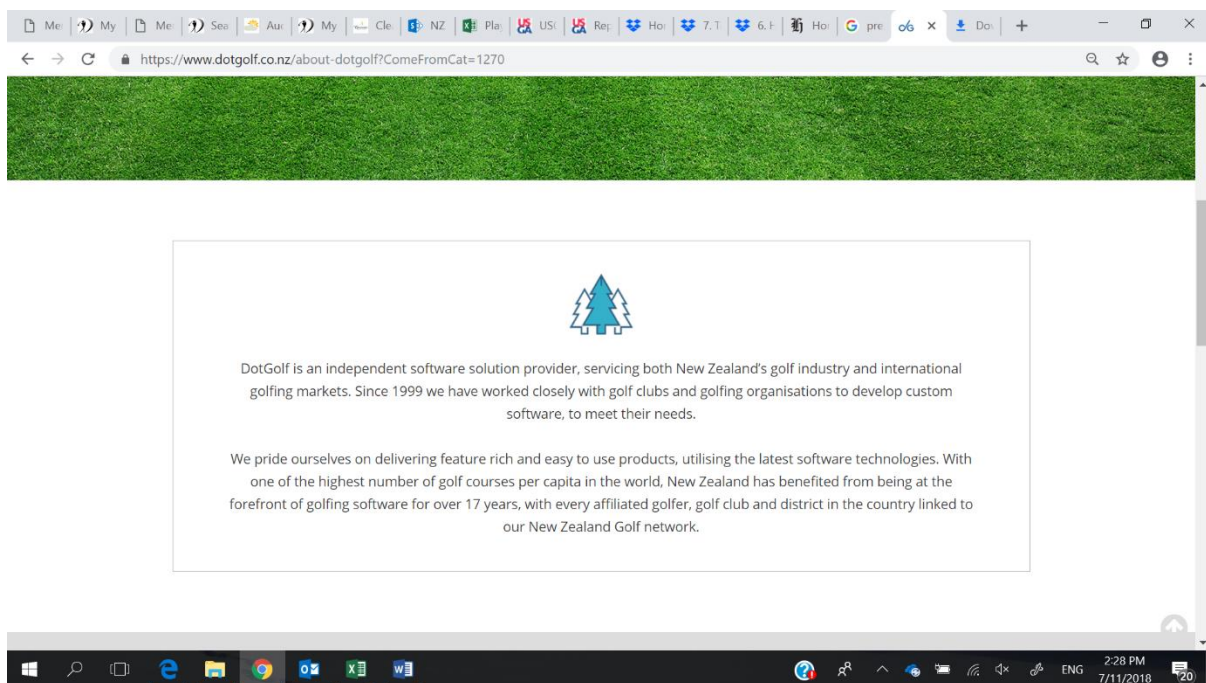
Matt Smith General Manager

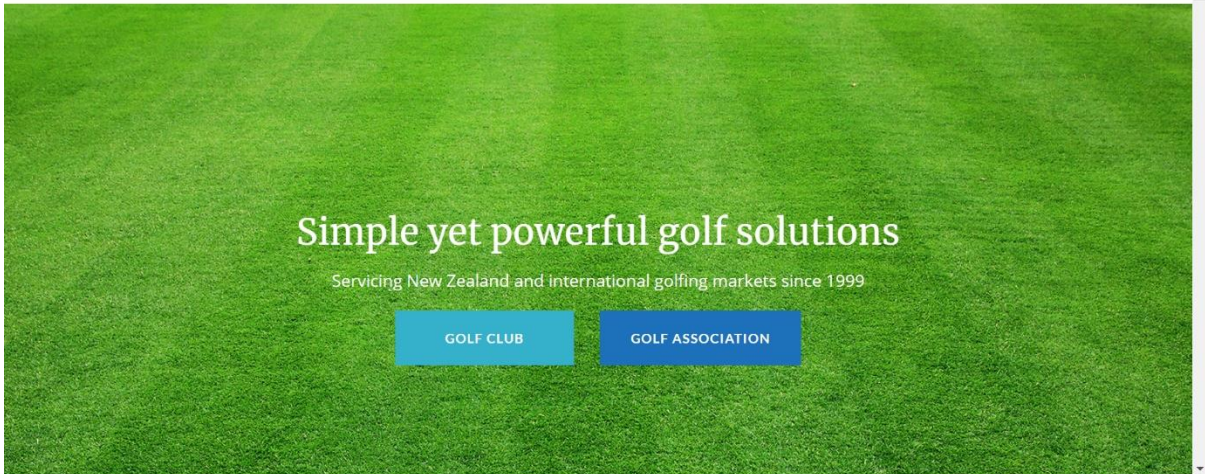
David Husselmann

09 447 1970

dotgolf@golf.co.nz

Website: www.dotgolf.co.nz





Simple yet powerful golf solutions

Servicing New Zealand and international golfing markets since 1999

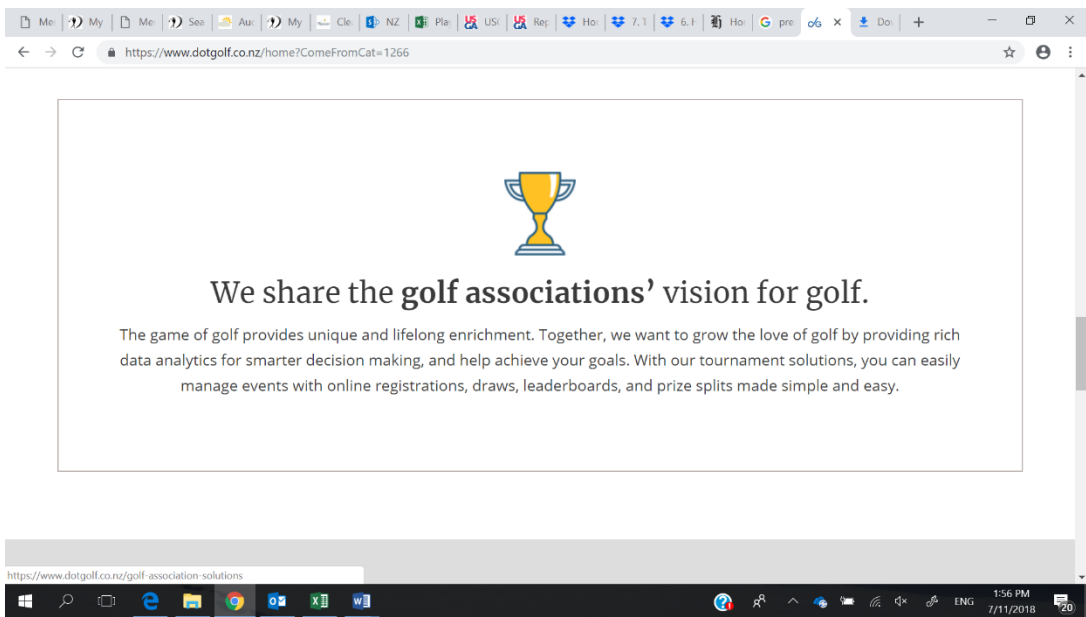
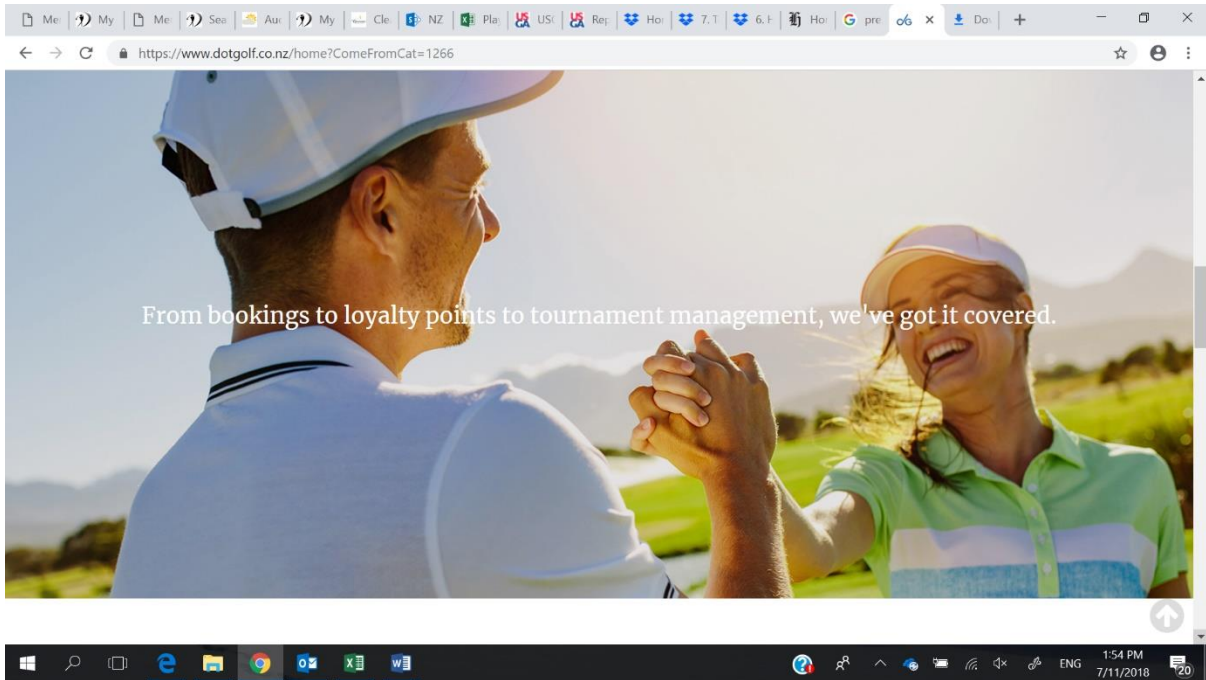
GOLF CLUB

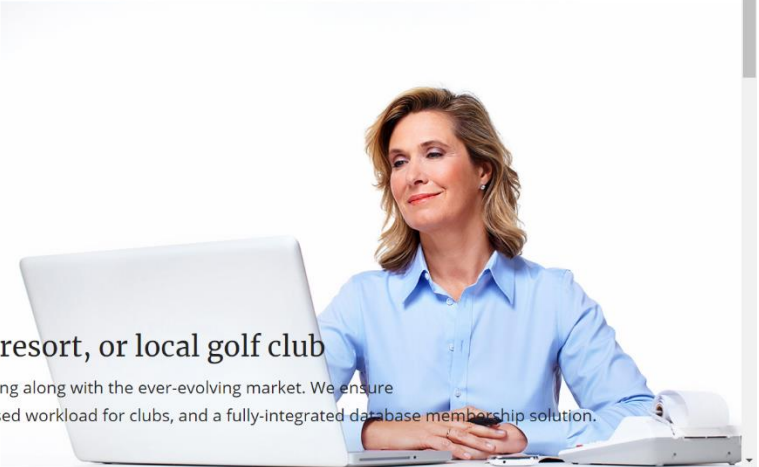
GOLF ASSOCIATION



A comprehensive suite of products for golf clubs consistently expanding to meet our ever evolving market needs

Our focus is to ensure seamless integration between modules, thus minimising workload for clubs, while constantly focusing on delivering a single database membership solution. With core modules including Handicapping, Point of Sale & Loyalty, Membership Subscriptions and Accounts, Club Websites & Mobile, Bulk Email, Tee Booking and Golf Operations as the foundations, we are confident we have the solution for any resort, country or local golf club.










A solution for any country, resort, or local golf club

Our comprehensive suite of products is expanding along with the ever-evolving market. We ensure seamless integration between modules, minimised workload for clubs, and a fully-integrated database membership solution.









OUR GOLF CLUB SOLUTIONS

 Golf Operations Online tee booking Scorecard printing Handicapping	 Membership & Accounts Memberships management Subscriptions Back office accounts	 Point of Sale & Loyalty Retail POS (Proshop) Hospitality POS (Bar and Cafe) Loyalty Program	 Club Websites & Mobile Mobile-friendly Event registrations Members-only portal	 Functions & Events Calendar of events Event run sheets Catering management
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← → ↻ https://www.dotgolf.co.nz/golf-association-solutions?ComeFromCat=1268 🔍 ☆ ⋮


OUR GOLF ASSOCIATION SOLUTIONS

 Handicapping Centralised USGA Slope based World Handicapping	 Tournaments Registrations Draws Leaderboard	 Website & mobile Integrated MyGolf Portal News, Tournaments	 Course Rating Automated Integrated International Courses
 Communication Bulk Email Mailing Lists Targeted Audience	 Analytics Statistics Data comparison Insights	 Levy Administration Database managed Audit System Automated Invoicing	 Casual Golf My Golf Profile Average Score Golf Vouchers

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What our customers say

New Zealand Golf has been working with DotGolf for almost twenty years. The length of this relationship is testament to the high regard in which we hold DotGolf. Our work with DotGolf falls into two categories. Firstly, we engage DotGolf to develop and manage that national handicapping system and all the associated programmes. Over a long period of time DotGolf have developed what we believe to be a world leading system and in short, we could not be happier with the product and service delivered with regard to national handicapping. The second part of our work with DotGolf is the provision of technology and software support systems to assist our business operation such as back office modules, levy payment systems, digital promotional platforms and mobile applications. This has been of enormous support to our business and ensured we can keep focused on our day job knowing that our technology and support systems are world class.

Dean Murphy, CEO
 New Zealand Golf

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A comprehensive golf software suite.

We've unpacked the suite and listed the key features below.
And yes, we build custom solutions too.

Membership & Subscription

- ✓ Periodic & cyclical billing options
- ✓ Instalments / spread payments
- ✓ Invoicing, payments, credit notes
- ✓ Integration with Xero
- ✓ Category limits and playing rights
- ✓ Direct debits & debtor control
- ✓ Bulk email & communication
- ✓ Online member accounts portal
- ✓ Comprehensive reporting

POS & Loyalty

- ✓ Proshop (retail)
- ✓ Bar and cafe (hospitality)
- ✓ Loyalty points scheme
- ✓ House/Proshop account
- ✓ Centralised database
- ✓ Automated prize posting
- ✓ Online member account
- ✓ Online top-up
- ✓ Specialist support

Tee Booking & Scorecards

- ✓ Online tee booking
- ✓ Groups & corporate bookings
- ✓ Scorecard printing
- ✓ Green fee control
- ✓ Unattended kiosks with EFTPOS
- ✓ Scorecard scanning
- ✓ Competitions and prizes
- ✓ Clubhouse leaderboard
- ✓ Member Kiosk

Club Websites & Mobile

- ✓ Responsive & creative designs
- ✓ Member portal
- ✓ Event registration
- ✓ Member communication
- ✓ Online tee booking
- ✓ Integrated (club info, course, fees)
- ✓ Competitions and results
- ✓ Course status
- ✓ Online membership form