

## **FORMAT AND RULES 2017/18**

**FORMAT** 3 person Ambrose, two teams play on each hole

**TEES** Tees allocated on the day

MO MASTER AMBROSE On every hole, each member of the team may hit a tee shot. The captain then selects one of the tee

shots from which to play next.

The team members tee shot that is selected does not play the next shot.

After the 2nd shot all team members are back in play.

Par 3, if the green is missed the player whose tee shot is selected does not chip on. If the green is

hit every player putts.

**5 TEE SHOTS** Each team member tee shot must be selected at least 5 times per 18 holes.

**SELECTED SHOT**The position of the selected shot is marked, each team member must place their ball within one

club length of the marked ball no nearer the hole and play from this position.

**PLACING** Placing is allowed throughout the course. One club length tee to green. one clubhead on green.

A place must not put you into a better position. If you're just out of bounds, you remain out of bounds. If you're in the rough, you remain in the rough. If you're off the green, you remain off the

green.

PUTTING ON THE GREEN

The position of the selected ball is marked, each team member may then place their own ball within

one putter head length of the marked position no nearer the hole and putt from this position.

Both holes on the putting green are in play and teams can decide which hole to play to.

**HANDICAPPING**Handicap of each player in every team is added together. From this total 15% is the team handicap.

Each team handicap is rounded to the nearest whole number. The maximum handicap a participant

can play off is 24 for men and 36 for women.

No official NZ golf handicap is not needed to play in the Mo Masters.

FAST PLAY Mo Masters encourages fast play such as-

1) As both holes on a green are in play, both teams can putt at the same time if

putting to different holes.

2) If you putt and the ball is close, play again and tap it in, do not mark the ball.

3) If you are ready to tee off do so. If the other team has the honour but are not

ready then go ahead.

4) If a ball is lost carry on. A short look is fine but as it is ambrose a teammates

ball can be chosen and your ball replaced.

**COUNT BACK SYSTEM** 18,17,16,15...