

## **ODDS AND EVENS AMBROSE – A NET SCORE COMPETITION FOR TEAMS**

ALL AMBROSE TOURNAMENTS ARE SIMILAR: THIS FORMAT WILL ALLOW THE PACE OF PLAY TO BE QUICKER AND HAVE EVERYONE IN THE CLUBHOUSE 40 MINUTES EARLIER.

THE ONLY ADJUSTMENT IS TO HAVE 2 X TEAMS OF FOUR PLAY THE SAME HOLE AT THE SAME TIME BUT WITH ONLY 2 MEMBERS FROM EACH TEAM TO TEE OFF

BEFORE COMMENCEMENT OF PLAY, THE CAPTAIN OF EACH TEAM WILL NOMINATE 2 OF THE TEAM TO TEE OFF THE ODD NUMBERED TEES WITH THE OTHER 2 TO TEE OFF ALL THE EVEN NUMBERED TEES – BELOW ARE RULES TO HELP NAVIGATE THE DAY

### **TEES**

MALES OFF WHITE

FEMALES OFF YELLOW

### **TEE OFF**

EACH TEAM HAS 2 PLAYERS TEE OFF ON EACH HOLE (AS PER THE ODDS & EVENS NOMINATIONS)

### **DRIVE**

SELECT THE BEST DRIVE - IF BOTH GO IN A PENALTY AREA OR OUT OF BOUNDS, SELECT WHICHEVER BALL WILL GIVE THE BEST RELIEF (BALL-DROP) POSITION

**##DRIVES** EACH PLAYER MUST HAVE AT LEAST 2 X DRIVES USED AND THEIR NAME RECORDED ON THE TEAM SCORECARD AGAINST THE RELEVANT HOLES

### **STAND DOWN**

THE PLAYER WHOSE SHOT WAS SELECTED MUST STAND DOWN FOR THEIR TEAM'S NEXT SHOT THE PROCESS CONTINUES UNTIL THE BALL IS ON THE PUTTING GREEN, WHERE ALL TEAM MEMBERS MAY HAVE A PUTT.

### **PLACING:**

1 CLUB LENGTH NO CLOSER TO HOLE IN THE SAME AREA i.e. IF SELECTED BALL IN ROUGH, PLAY FROM ROUGH (ON THE PUTTING GREEN, PLACE WITHIN 15CM NOT CLOSER TO HOLE)

### **HANDICAPS:**

CALCULATE THE TEAM HANDICAP BY ADDING ALL 4 TEAM MEMBERS **COURSE** HANDICAPS AND DIVIDING BY 8.

### **SCORE CARDS:**

TEAM CAPTAINS – PLEASE KEEP TRACK OF AND SIGN OFF ON THE OTHER TEAM'S SCORE **AND** PLEASE HAVE CARDS CHECKED, SIGNED AND RETURNED TO THE OFFICE BEFORE PUTTING GEAR AWAY

**GIMMES:** PUTTS MAY BE "GIVEN" AT THE DISCRETION OF THE OTHER TEAM'S CAPTAIN

### **PLEASE NOTE:**

**EVERY TEAM MUST BE IN THE CLUBROOMS TO COLLECT TEAM PRIZES – IF THE TEAM OF 4 IS NOT PRESENT, THEIR PRIZE(S) WILL BE ALLOCATED TO THE NEXT TEAM OF 4**