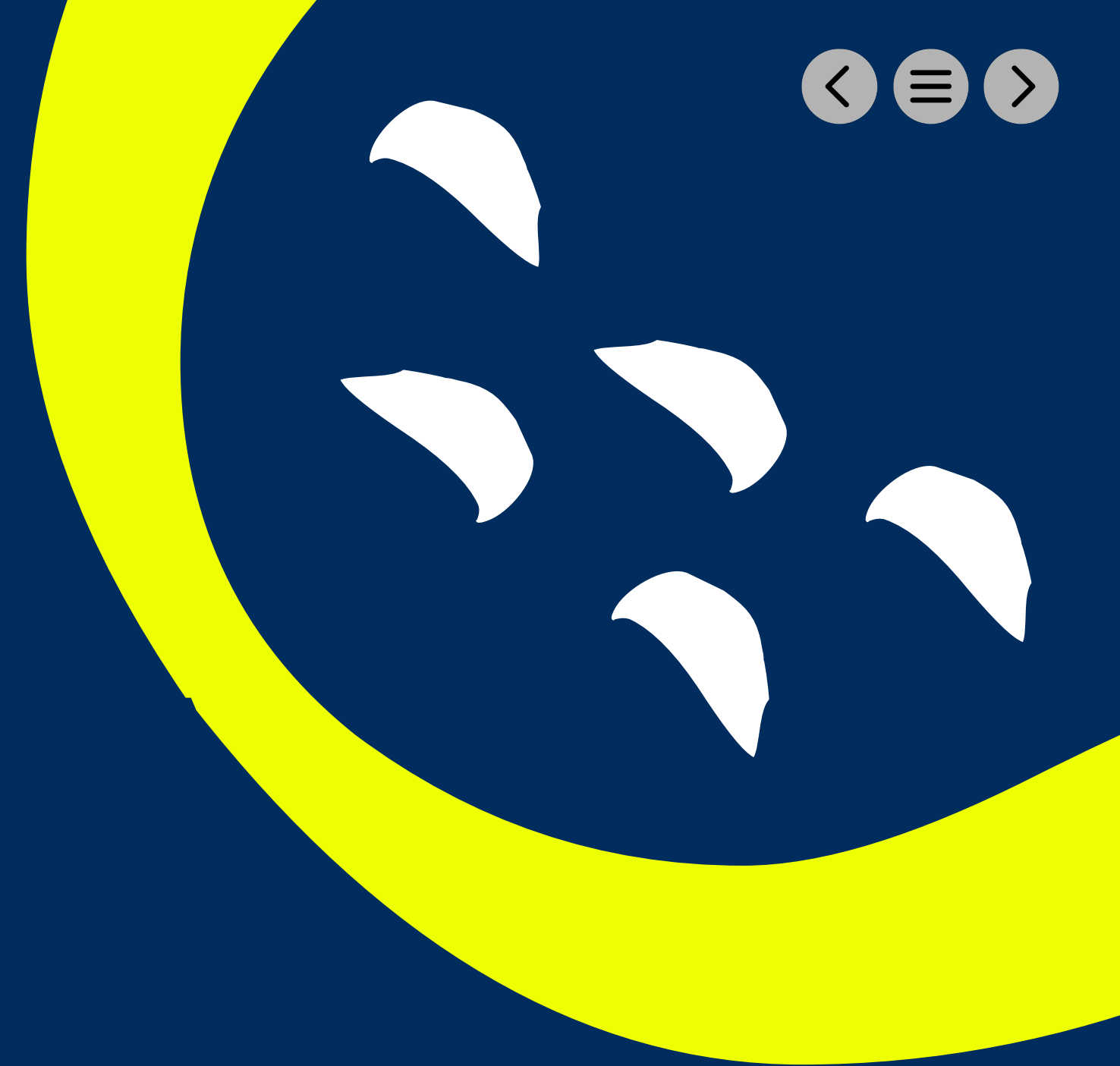


# Adapted Rules



# What are the Adapted Rules?

While it is essential that your juniors always get a true experience of playing the course, it is important that we nurture their confidence. Given the variable nature of each child's physical maturity, personality and ability we advocate adapted rules for juniors when playing the course. This will help to build confidence, develop the art of scoring and promote speed of play. The recommended adapted rules to adopt in your Course Play events are:

Rule Name	Rule Description
<b>10 Shot Maximum</b>	Each junior should take a maximum of 10 shots on each hole . Once the child hits 10 shots, the child picks up their ball & waits for their playing partners to complete the hole
<b>Air Shot Rule</b>	If a junior does not connect with the ball, a stroke is not counted towards their score
<b>Pick &amp; Place Rule</b>	Juniors can pick and place the ball under the rules of golf anywhere on the golf course excluding within hazards
<b>Lost Ball Rule</b>	Juniors can drop the ball next to a hazard or where they believe a ball was lost such as going out of bounds at a penalty of 1 shot
<b>Bunker Grounding</b>	Juniors can ground the club in a bunker as long as they are not deliberately attempting to improve their lie
<b>3 Attempt rule in Bunkers</b>	Juniors can attempt a maximum of 3 shots in the bunker. If after an unsuccessful 3 <sup>rd</sup> attempt, the junior is able to pick up their ball and drop it to the side of the bunker without penalty no nearer to the hole
<b>Tee it up Rule</b>	Juniors can tee up their golf ball anywhere on the golf course excluding hazards. This rule should be applied instead of the 'Pick and Place Rule' when developmentally appropriate

Thank you.

