

MY Adapted Rules



Please tick the adapted rules you can use during your round.

| Tick if applicable | Rule Name | Description of the rule |
|--------------------------|---------------------------|--|
| <input type="checkbox"/> | 10 Shot Maximum | A maximum of 10 shots should be taken on each hole . When you have played 10 shots, pick up your ball and mark 10 on your scorecard |
| <input type="checkbox"/> | Air Shot Rule | Air shots do not count as a shot towards your score |
| <input type="checkbox"/> | Pick & Place Rule | You can mark the ball, pick it up, clean it and replace the ball within 6 inches anywhere on the golf course excluding within hazards |
| <input type="checkbox"/> | Lost Ball Rule | You can drop the ball next to a hazard or where you believe a ball was lost at a penalty of 1 shot |
| <input type="checkbox"/> | Tee it Up Rule | The ball may be teed up anywhere on the course excluding within hazards |
| <input type="checkbox"/> | 3 Attempt rule in Bunkers | A maximum of attempts can be made in the bunker. If after an unsuccessful 3rd attempt, you are able to pick up your ball and drop it to the side of the bunker no nearer to the hole without penalty |
| <input type="checkbox"/> | Bunker Grounding | You can ground the club in a bunker as long as you are not deliberately attempting to improve your lie |

Team Name Starting Tee:

| Hole | Par | Yardage | Team Score | Marker Team Score |
|-------|-----|---------|------------|-------------------|
| 1 | 3 | | | |
| 2 | 3 | | | |
| 3 | 3 | | | |
| 4 | 3 | | | |
| 5 | 3 | | | |
| 6 | 3 | | | |
| 7 | 3 | | | |
| 8 | 3 | | | |
| 9 | 3 | | | |
| Total | 27 | | | |

Markers Signature Players Signature



MY SCORECARD

JUNIOR GOLF

