

Adapted Rules

Please see below for the adapted rules that you can use during your round. Your coach will tick the rules that apply:

10 Shot Maximum

When you have played 10 shots, pick up your ball and mark 10 on your scorecard.

Air Shot Rule

A swing where the ball is missed does not count as a shot towards your score.

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.

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.

Tee It Up Rule

The ball may be teed up anywhere on the course excluding within hazards.

3 Attempt Bunker Rule

A maximum of 3 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.

Bunker Grounding Rule

You can ground the club in a bunker as long as you are not deliberately attempting to improve your lie.

Please turn over to view the yards for each teeing position and hole on your course.

GAMEON

GOLF DEVELOPMENT

SCORECARD

PLAYER NAME

PLAYER NAME

PLAYER NAME

PLAYER NAME

STARTING TEE

TEE TIME

The yardages of each hole and each of the teeing positions are provided below:

Hole	Forward Tee Yardage	80% of Forward Tee Yardage	60% of Forward Tee Yardage	40% of Forward Tee Yardage	20% of Forward Tee Yardage
1					
2					
3					
4					
5					
6					
7					
8					
9					
Total					

Hole	Par	Marker Score	Player Score	Player Score	Player Score
1					
2					
3					
4					
5					
6					
7					
8					
9					
Total					

PLAYER SIGNATURE _____

PLAYER SIGNATURE _____

PLAYER SIGNATURE _____

MARKER SIGNATURE _____