



OVER 50's & 60's INTERCLUB COMPETITION

Conditions of Play

1. GENERAL RULES FOR BOTH OVER 50's AND OVER 60's

- (a) Teams of 4 players with best 3 of the 4 scores to count on any one day.
- (b) Accumulative Gross Team Competition over the 6 rounds.
- (c) Individual Best Gross overall (4 out of 6 rounds to count).
- (d) Individual Best Net overall (4 out of 6 rounds to count).
- (e) All accumulative scores will be recorded as GROSS and NET.
Lowest aggregate to be declared the Winner.
- (f) Once allocated to a team, a player may not play for another team from the same club.
- (g) Entry fee is \$2.50 per player per round to cover golf balls for best gross and best net prizes.

2. OVER 50's SPECIFIC RULES

- (a) All competitors must be of the age of 50 years on the day of play, players aged 60 years or over may play in an over 50's team.
- (b) The maximum course handicap allowed is 13.
- (c) Accumulative Net Team Competition over the 6 rounds.

3. OVER 60's SPECIFIC RULES

- (a) To qualify as a team in the over 60's grade all four members plus reserves must be 60 years of age as of the date of the first round.
- (b) The maximum course handicap allowed is 18.
- (c) Accumulative Net Team Competition over the 6 rounds.
- (d) Teams must be declared at the start of the first round as competing in the Over 60's Division and scores will not be counted for the Over 50's Team Net Trophy.
- (e) Individual best Super Senior Trophy - Over 60 (4 out of 6 rounds to count). Scoring for this competition is as above except the contestant's age is deducted from the total recorded from the best 4 rounds to decide the best aged player in this category.

Examples:

- (1) Best four rounds = 297 Aged 70 = 297 – 70 = 227
- (2) Best four rounds = 288 Aged 60 = 288 – 60 = 228

WINNER is the lowest adjusted score, in this case the 70 year old wins.

This method creates the best **Super Senior** player over 60 in the Competition.

4. TROPHIES & CUPS

The following trophies will be presented

Winners

Best Team Gross (6 round aggregate) - Pirie Cup, Canterbury Golf plaque.

Individual Gross – (best 4 of 6 rounds) - George Turner Trophy

Individual Net (best 4 of 6 rounds) – Golf Ball Trophy

Over 50's

Best Team Net (6 round aggregate) – Chamberlain Cup

Over 60's

Best Team Gross (6 round aggregate) – Silver Cup

Best Team Net (6 round aggregate) – Silver Cup

Super 60's Winner (best 4 of 6 rounds, less age) – AM Pemberton Salver

5. HEALTH & SAFETY - DAILY REQUIREMENTS

- a) The Canterbury Golf Official on duty (eg. Tournament Director or Convenor) is the designated Emergency Officer and Health & Safety Officer for that day.
- b) Where there is no designated person from Canterbury Golf on duty, the Host Club is responsible for nominating a person to take on this role. This may be the Host Club's Team Manager, a Club Committee Member, or other member nominated by the club.
- c) That person will complete the Event Health & Safety Sheet prior to the commencement of play.
- d) All Health & Safety matters or concerns should be addressed immediately and directly to the Canterbury Golf Official on duty. That person is responsible for taking any action required.
- e) All Players, Managers and Officials should be familiar with the NZ Golf "Suspension of Play" procedure documented in the NZ Golf Club Manual Section 5-9. This is summarised below:

How suspensions of play and the resumption are indicated –

1. *Suspension of play – three consecutive short notes of a hand siren.*
2. *Suspension of play for a dangerous situation – one prolonged note of a hand siren.*
3. *Resumption of play – two short notes of a hand siren.*

Rule 6-8 illustrates what players are permitted to do in each situation after the siren has sounded –

1. *Suspension of play*
 - a. *If the players in a match or group are between the play of two holes (ie. Walking to the next tee) they must not resume play until the resumption siren sounds.*
 - b. *If the players in a match or group have started the play of a hole, they may either discontinue play immediately or continue play of the hole, provided they do so without delay. Play must be discontinued after the hole has been completed.*
2. *Suspension of play for Dangerous Situation*

Play must be discontinued immediately following a long blast on the siren. If a player fails to discontinue play immediately, he is disqualified.

Lifting ball when play discontinued – Rule 6-8c

When a player discontinues a hole (either normal suspension or dangerous situation) he may mark the position of his ball and lift it without penalty.

Procedure when play resumed – Rule 6-8d

Play must be resumed from where it is discontinued, even if it is a different day. If the marker has moved it must be estimated and the ball placed on the estimated spot.