

ARDMORE MEN'S CLUB

HANDBOOK 2026

(updated May 13, 2026)

<u>Pages</u>	<u>Contents</u>
1.	General Information
2.	Scorecards, Handicaps, Fees
3.	The Playing Season
4.	Tournament Rules
8.	Notes regarding tournament play
9.	Major Season-End Trophies and Awards
10.	Winter Eclectic
11.	Game Formats
15.	Local Rules
16.	Winter Rules

ARDMORE MEN'S CLUB - GENERAL INFORMATION

Ardmore Golf Club is a registered non-profit organization, governed by the B.C. Societies Act. As such, Club directors are elected annually at the Club's Annual General Meeting, and it is their responsibility to uphold the Constitution and Bylaws of the Club. The directors are: Ladies' Captain, Men's Captain, Ladies' Vice-Captain, Men's Vice-Captain, and a Secretary-Treasurer. Within the Club are three Divisions: Ladies' Division, Men's Division and Mixed Division. The Men's Division holds two division meetings each year (Spring and Fall) to set dues, and to provide a means for members to have a say in financial matters and playing policy.

Membership registration forms are available on the Ardmore Golf Course website, <http://www.ardmoregolfcourse.com/> at the frontcounter of the Pro Shop or through the Club Executive.

The membership fees paid to Ardmore Golf Course Ltd include GOLF CANADA/BC GOLF dues, so all Club members are also members of the GOLF CANADA/BC GOLF. <https://scg.golfcanada.ca/login> The Ardmore Golf Course is also a member of BC GOLF Zone 5 and all Course Members are eligible to enter the Zone 5 Open Tournaments. Dates, Fees, Rules and Regulations regarding Zone 5 tournaments, are available at <http://bcgazone5.org>

The Club uses the GOLF CANADA handicap system. In order to remain in good standing with GOLF CANADA/BC GOLF, the club must (among other things) maintain a Handicap Committee for peer review. The following information is taken from the GOLF CANADA Handicap Manual:

The purpose of the *GOLF CANADA Handicap System* is to make the game of golf more enjoyable by enabling players of differing abilities to compete on an equitable basis. The system provides a fair *GOLF CANADA Course Handicap* for each player, regardless of ability, and adjusts a player's *GOLF CANADA Handicap Factor* up or down as the player's game changes. The system disregards high scores that bear little relation to the player's potential ability. A *GOLF CANADA Handicap Factor* is useful for all forms of play and is issued only to individuals who are members of a GOLF CANADA Member Golf Club.

(note that the *Handicap Factor* is used to determine the *GOLF CANADA Course Handicap* based on the slope rating of the course)

Two basic premises underlie the *GOLF CANADA Handicap System*, namely that each player will try to make the best score at every hole in every round, regardless of where the round is played, and that the player will post every acceptable score for *peer review*. The player and the player's *Handicap Committee* have joint responsibility for adhering to these premises.

SCORE CARDS, HANDICAPS AND FEES

1. Every time you play a round of golf, you must enter it into the Golf Canada website, or Ardmore club house computer, **on the day of play**, for handicap purposes, provided that is an eligible round for handicap purposes in accordance with the GOLF CANADA Handicap Manual Section 4.2. Scores must be entered "Hole by Hole" to make checking easier. If unable to access the Golf Canada website, or Ardmore club house computer, see item 2 below.
2. For regular play you are requested to put all your score cards in the wooden box under the club house computer for the handicap committee to check over. Cards must be dated, signed and attested. Print "to be entered" onto the scorecard if unable to access the Golf Canada website or club house computer. The handicap committee will enter the score.
3. For Men's Club play you enter your score into the Golf Canada website or club house computer, on the day of play and put your score cards in the wooden box with a slot on top on the filing cabinet for the statistician to complete the weekly standings. Cards must be dated, signed and attested.

Without seeing the score cards, the Committee has no way of checking that scores have been entered and have been entered correctly. You can enter your scores in the computer in the Ardmore club house after your round or enter scores from home and then bring the score card to the club house the next time you play. Your score must be entered on the day of play. Failure to do so will result in players being disqualified from Men's Club events and will force the handicap committee to apply penalty scores. An appropriate penalty score would be equal to the third best score in your last 20 scores.

FEES:

The Men's Division annual membership fee covers weekly prizes, tournament trophies, engraving, hole-in-one celebrations and miscellaneous operating expenses. The current membership fee is \$100, two dollars of which goes to Club General Revenue, and includes membership in the Mixed Division. Annual dues must be paid in full by February/March prior to the start of the new golf season.

THE PLAYING SEASON:

The season runs from late March to mid-October. The Men's Club will assign weekly tee times based on registration, using the online system.

Trophies and prizes are awarded throughout the season for the various tournaments and competitions. Weekly prizes are awarded to players with the lowest net and gross scores, and to the top teams when a team event is played. Other prizes may include closest to the pin, long drive, long putt, etc. Weekly awards are determined by the executive prior to each week's competition and cash prizes will be awarded weekly. Similar prizes are awarded to the 9-hole Golf Group.

Additionally, there are trophies awarded for the seasonal Lowest Average Gross and Net Scores, the Most Improved Player, and Fed Up Cup Points Race (similar to the PGA Fedex Cup).

Interclub Events

The executive will be considering Interclub events with various other clubs on Vancouver Island, for example, Metchosin and Salt Spring Island.

The Bambrick Cup

This is an eight-man team event featuring each club's best players from Ardmore, Pender Island and Salt Spring Island, competing for low gross and low net honours.

Mixed Club Events:

All members are urged and welcome to participate in the mixed club events. There are the "Twilight-Sixsomes", held every Thursday night from the first week in May to mid-October. These are nine-hole events and include several trophy competitions. Players pay a \$2.00 entry fee each week to cover the cost of prizes. There are also 18-hole tournaments, which are played on one Sunday of every month over the playing season. The Sunday Mixed events include a Ball & Chain (husband and wife team) or Odds & Sods (non-spousal couples' team) event, and a Men vs Women Tournament.

Other Fun Stuff: Several road trips to other courses are coordinated each season. Sign up is optional for members. PGA pools are usually held for the PGA major tournaments. Several 50/50 raffle draws for charities are held on special occasions.

Ardmore puts on the annual ALS fundraiser tournament, the Members vs Staff tournament, Canada Day tournament and more.

All these events are made possible through the hard work and dedication of a host of committee members. Many thanks to all the volunteers. Please consider joining in and become a committee member.

For further information please contact the club executive or relevant committee member. Contact information is posted on the Notice Board or online at the Ardmore Golf Club website.

TOURNAMENT RULES

MINOR TOURNAMENTS

CAPTAIN'S CUP (SPRING CUP): Stroke play with current handicaps at time of play. Two 18-hole rounds as scheduled. Best net score will determine the winner. Ties to be broken by an 18-hole playoff within seven days of the completion of the second round of the tournament at a mutually agreed date. Should competitors still be tied after this round a winner will be decided by playing off hole by hole (GOLF CANADA Rules of Golf, Rule 33-6 and Appendix I, Section 10)

GAMBLE CUP: Match play with current handicaps at time of play.

The qualifying and all subsequent rounds are on Men's Day. If, for any reason, you will be unable to play on the scheduled Men's Day dates, you must arrange to play your match prior to the next scheduled date. If you are unable to play a match, you will forfeit. If for any reason a player (or players) drops out prior to round 1, the qualifier ranked 33rd, (or 34th, 35th .etc) will be put in.

There will be a maximum of five rounds. The top 32 players in the qualifying round will be entered into the match play draw. Ties for 32nd will be broken by retrogression. This is, comparing the last nine holes minus half the handicaps. If still tied, compare the last six holes minus 1/3 the handicaps. If still tied, compare the last 3 holes minus 1/6 the handicaps. If still tied go back hole by hole to the first hole with a clear net winner. If the cards and handicaps are exactly the same, flip a coin.

For Round 1, Players will be seeded by the order of finish in the qualifying round, with ties broken by retrogression. EG: Player 1 will play number 32, and Player 2 will play number 31 and so on. The draw sheet will be posted on the Men's Club notice board to be filled out after each match by putting the name of the winner in the correct space. If a match is tied after 18 holes, go to the next tee box and play a hole-by-hole playoff till someone wins the hole. In the final round, the two semi-final winners will play for the Cup.

G.W. DuTEMPLE TROPHY: Competitors must have a valid Men's Club handicap (minimum of 54 recorded holes). Two-man team, best ball, net score based on team handicap. The lowest score (best ball) is the team's score for each hole. On the score card, record gross scores for each player plus a gross team score (best ball) in the team row. Apply team handicap to total team gross to determine team net score. One 18-hole round as scheduled. Choose your own partner but there can be no more than five strokes difference in handicap between team members. If there is more than a 5-stroke difference, the higher handicap player will use a handicap of 5 strokes higher than his partner. Names of each team are to be submitted to the Club Captain one week prior to the tournament. Can't find a partner? Let the committee know, we will find you a partner. Handicaps of each team are averaged based on current handicaps. If the average calculates to a half-fraction round up to next whole number. Ties will be broken by matching cards (GOLF CANADA Rules of Golf, Appendix I, Section 10).

CAPE BRETON TROPHY: Stroke play with current handicaps at time of play. Two 18-hole rounds as scheduled. Best net score will determine the winner. Ties will be broken by an 18-hole playoff within seven days of completion of the second round. Should competitors still be tied after this round a winner will be decided by playing off hole by hole (GOLF CANADA Rules of Golf, Rule 33-6 and Appendix I, Section 10)

MIDSUMMER MEDAL: Stroke play with current handicaps at time of play. Two 18-hole rounds as scheduled. Best net score will determine the winner. Ties will be broken by an 18-hole playoff within seven days of completion of the second round. Should competitors still be tied after this round a winner will be decided by playing off hole by hole (GOLF CANADA Rules of Golf, Rule 33-6 and Appendix I, Section 10)

FALL CUP: Stroke play with current handicaps at time of play. Two 18-hole rounds as scheduled. Best net score will determine the winner. Ties will be broken by an 18-hole playoff within seven days of completion of the second round. Should competitors still be tied after this round a winner will be decided by playing off hole by hole (GOLF CANADA Rules of Golf, Rule 33-6 and Appendix I, Section 10)

*The devoted golfer is an anguished soul who has
learned a lot about putting just as an avalanche
victim has learned a lot about snow.
-- Dan Jenkins*

TOM DIGNAN/JOHN PLANT CHALLENGE:

Two Man Teams, with no restriction on handicap spread. Round Robin Match Play Format, to be played from approximately April 15 to Sept 30 Each team will play opponent teams once. Depending on how many teams enter each year, the Executive will determine how many divisions may be required to split teams, to keep the number of matches to a reasonable level, to ensure all matches can be completed during the season.

The specific format for the Dignan Plant is **High – Low:** Each team member plays to his own handicap and stroke holes are determined from the lowest handicap in the foursome. EG: Player A is a 12 handicap and gets no strokes, B is a 14 and gets 2 strokes (on holes 4 and 13), C is a 17 and gets 5 strokes (on holes 4,13,9,18,2), D is a 19 and gets 7 strokes (on 4,13, 9,18,2,11, and 7).

After each hole the best net score from each team is compared and the low score gets one point. Then the other net scores are compared and again the best score is awarded a point. No points are awarded for having the same score (push).

If a team has both the best high and the best low net score they are awarded 2 points for that hole (the max possible). If a team wins one of either the high or low net scores and pushes the other they are awarded 1 point. If a team wins one and losses the other - 0 points. Two pushes - 0 points. These points are added to determine the winner with a maximum possible 36 points for a round. The winning team gets 2 points with 1 point for a tie.

Matches are to be played in 18 straight holes, but if play is halted by weather, darkness, or injury or illness of a player, you may complete the match at a later date, resuming play from the last completed hole, and providing you keep the same score card. Teams may play either the long or short 17 by mutual consent. If in conflict, flip a coin. If a team member has to withdraw from the competition due to injury or illness, he may be replaced by another Men's Club member.

In the event of a tie for first or second place, the head-to-head match will be the deciding factor, otherwise an 18-hole playoff will be played.

Contestants who complete at least 50% of their matches are eligible to play in next year's Green & Hay Trophy tournament. If you are a single player, looking for a team mate, please let one of the executive members know, and you will either be matched or put on a "spare" list to substitute in the event of another player's illness or absence.

Note: Please make every effort to complete all matches as a round robin means that every team plays all competitors. Dropping out after a few losses, is not fair to other teams and is not acceptable. If you are not prepared to make the effort to play all games, or if you plan to be away a lot, please do not enter.

GREEN & HAY TROPHY:

This competition is open only to those members who participated in the previous year's Dignan Plant challenge matches and played in at least half of the Dignan Plant matches. Rounds must be played with another Men's Club member to attest your score. This is a two round (36 hole) best net score competition with handicaps at time of play. You pick the days you want to play, but you must declare to your playing partners before you tee off, that this will be a Green & Hay round. (Note 1). In the event of a tie, players will share the trophy.

MAJOR TOURNAMENTS:

CLUB CHAMPIONSHIP: Power carts may be used in all flights. Stroke play only over 54 holes as scheduled. This competition is open to the top grouping of players whose handicaps approximate the lowest 25% of the members, and who have played a minimum of one-half of the scheduled Men's Club events (Note 3). Members are required to play this tournament on Scheduled days only. Ties will be broken by an 18-hole playoff within seven days of the completion of the third round as scheduled by the Executive Committee. Should competitors still be tied after this round a winner will be decided by playing off hole by hole (GOLF CANADA Rules of Golf, Rule 33-6 and Appendix I, Section 10).

STEWART CUP: Stroke play with handicaps frozen over 54 holes. This competition will run concurrent with the championship flight and is open to those players whose handicaps approximate 25% to 50% of the members, and who have played a minimum of one-half of the Men's Club tournaments (Note 3). Members are required to play this

tournament on scheduled days only. Ties will be broken by an 18-hole playoff within seven days of the completion of the third round as scheduled by the Executive Committee. Should a tie continue to exist after this round the winner will be determined by playing off hole by hole (GOLF CANADA Rules of Golf, Rule 33-6 and Appendix I, Section 10).

LEE YORK INSPIRATIONAL TROPHY: Stroke play with handicaps frozen over 54 holes. This competition will run concurrent with the championship flight and is open to those players whose handicaps approximate 50% to 75% of the members, and who have played a minimum of one-half of the Men's Club tournaments (Note 3). Members are required to play this tournament on scheduled days only. Ties will be broken by an 18-hole playoff within seven days of the completion of the third round as scheduled by the Executive Committee. Should a tie continue to exist after this round the winner will be determined by playing off hole by hole (GOLF CANADA Rules of Golf, Rule 33-6 and Appendix I, Section 10).

BEATON TROPHY: Stroke play with handicaps frozen over 54 holes. This competition will run concurrent with the championship flight and is open to those members whose handicaps are in the 75% to 100% grouping of the members, and who have played a minimum of one half of the Men's Club tournaments (Note 3). Members are required to play this tournament on scheduled days only. Ties will be broken by an 18-hole playoff within seven days of the completion of the third round as scheduled by the Executive Committee. Should a tie continue to exist after this round the winner will be determined by playing off hole by hole (GOLF CANADA Rules of Golf, Rule 33-6 and Appendix I, Section 10).

McCULLOCH MEMORIAL NET CHAMPION TROPHY: The winner of this trophy will be determined from the lowest net score achieved by the competitors in the Club Championship, the Steward Cup, the Beaton Trophy.

SUPER SENIORS' CHAMPIONSHIP: For players 75 years old or more. Played in conjunction with the Club Championship Stroke play with current handicaps at time of play. Three 9-hole rounds as scheduled. Best net score will determine the winner. Ties will be broken by a 9-hole playoff within seven days of completion of the second round. Should competitors still be tied after this round a winner will be decided by playing off hole by hole (GOLF CANADA Rules of Golf, Rule 33-6 and Appendix I, Section 1

NOTES:

1. All play regarding both the summer Dignan-Plant Challenge, and the Green & Hay Tournament will be administered by the Coordinators. Names of the respective winners, and the runners-up, are to be submitted by the Coordinators to the Executive no later than 2 weeks prior to the end of the Men's Club Season.
2. Competitors in the Gamble Cup are responsible for arranging their respective matches. If a competitor is not available or is unable to play the match before the posted date, he is deemed to have lost. The lower player should contact the upper player with two dates (if necessary). If these are not accepted, then the upper player should provide two dates (if necessary) to the lower player. If the two players cannot agree on a date before the posted date, a winner will be decided by coin toss. The player who is the least accommodating however should, as a first option, remove himself from play in order that his opponent may advance to the next round.
3. The Club Championship tournament is open only to those members who have participated in at least one-half of the scheduled Men's Club Tournaments/competitions over the regular season. Given the significance of the Club Championship tournament, and of the need to ensure that everyone is afforded the opportunity to compete under the same course conditions and attendant group dynamics, all players who qualify for the championship flights, regardless of their regular playing day(s) are required to play their rounds on the scheduled days only. Any member qualified to compete in the championship flights but is unable to play/complete the three scheduled rounds, is to advise the Club Captain at least one week prior to the draws being made. Should any player fail to hole out at any hole and does not correct his mistake before he plays a stroke at the next teeing ground or, in the case of the last hole of the round, before he leaves the putting green, he shall be disqualified (GOLF CANADA Rule 3-2).

4. What to do in the event of a scoring problem during play:

The executive of the men's club will act as the Men's Club Rules committee. If a problem with scoring a hole arises during Men's Day play, record the score you think is correct, and then provide the executive with details of the problem. They will consult the GOLF CANADA Rule book and the GOLF CANADA Decisions Book to resolve problems in a fair and equitable manner. If the player involved feels that the decision made by the Men's Club executive is unjust, he can appeal to the Ardmore Rules Committee, which consists of the Ladies' Captain, Men's Captain, Men's Vice Captain, Ladies' Rules Representative and one member-at-large.

MAJOR SEASON-END TROPHIES AND AWARDS:

AVERAGE LOW GROSS AND LOW NET TROPHY:

Only those members who have completed two-thirds of the Men's Club regularly scheduled tournaments/competitions are eligible to compete for this award.

MOST IMPROVED PLAYER AWARD:

The player with the highest improvement factor over the season will receive the most improved golfer award (GOLF CANADA Handicap Manual, Appendix H) Only those members who have completed two-thirds of the Men's Club regularly scheduled tournaments/competitions are eligible to compete for this award.

ARDMORE MEN'S CLUB: "FedUp Cup" Season Points Race

A fun season-long points race, inspired by the PGA's FedEx Cup, with points awarded most weeks to the best net scores for regular golf rounds. The FedUp Cup recognizes Men's Club players who score well consistently during eligible events through the season, with regular attendance also favouring the top points earners. Note: Points are not awarded for non-regular golf formats such as scrambles and novelty events.

At the end of the designated final FedUp Cup event, prizes are awarded to the top points earner overall, as well as the runner up. Some select season events offer "bonus" incentive points. Players are ranked each week for eligible events according to the scoring statistics, and points awarded, for example: 100 points for the best net score overall, with declining points to each successive score.

WINTER ECLECTIC:

A large score card is posted in the club room. Players enter their best gross score for each hole over the whole winter period (usually November to March, exact dates TBD).

For example if you scored a 5 on hole 2, and two weeks later got a 4, you erase the 5 and put in the 4. This is done for all holes. Score cards must be attested by another member of Ardmore Golf Course.

Please circle scores used and place your score card in the wooden box for the Men's Club. Prizes and the trophy are awarded to the best net scores, generally for two groups of handicaps (one for the lower handicap players; one for the higher handicap players).

Handicaps as of November 16th (BC GOLF season end) are used. When Temporary Holes are in play, scores on these holes are not to be counted for the Eclectic.

*Anyone who criticizes a golf course is like a person
invited to a house for dinner who, on leaving, tells the
host
that the food was lousy.
-- Gary Player*

*My favourite shots are the practice swing and
the conceded putt. The rest can never be
mastered.
-- Lord Robertson*

GAME FORMATS

FOUR PERSON TEAM – BEST BALL

Stroke play with handicaps. Each member of the team plays his own ball. The lowest net score recorded on each hole, using individual handicaps, and taking handicaps as they fall on the card, counts as the **team's best ball score**.

Lowest best ball team score wins. Ties broken by matching cards – e.g., last nine holes first, then last six holes, then last three, and finally the 18th hole.

Prizes awarded to winning team and runner-up team members.

TWO PERSON BEST BALL

Same scoring as Four Man Team – Best Ball.

Teams are the Low & High Handicap and the two others in each foursome. If tied handicaps, make a choice.

6 – 6 – 6 PARTNERS COMPETITION

Two-man teams determined by the two High and the two Low handicaps in each foursome. Team Handicap – half the total of the two team members

This Competition is played in three, six-hole segments over 18 holes with two-man teams in the following format:

Holes #1 - #6: Best ball with each player playing his own ball. **Best gross score** from one of the two team members to be recorded on the card.

Holes #7 - #12: Two-man scramble: Both players tee-off, then choose which ball to use. Both players hit second shot from the location of the chosen drive. Again, choose the ball to play, and both players hit third shots from that location, and so on until the ball is putted out.

Holes #13 - #18: Alternate shots, Greensome: – Both players tee off, and then choose the best drive. The player whose tee shot is not used plays the second shot, and then alternate till you hole out.

Record only **gross scores** on cards, apply team handicap to total. Teams teeing off from holes other than 1, take care to play according to the above designated format. For example, if starting on hole 5, play holes 5 & 6 as best ball, hole 7-12 as scramble, 13-18 as alternate shot, and then holes 1-4 as best ball.

BLIND HOLE TOURNAMENT

Individual play. Net score with **half-handicaps** as only **nine holes** out of the 18 played will count towards final score. Nine hidden holes will be drawn after all players have left the first tee and will remain unknown until play has been completed.

STABLEFORD COMPETITION

Stroke play with current handicaps. Members will play their own ball. Points for each hole awarded in relation to fixed score (par) as follows for each hole played in:

More than one over fixed score	0	Two under fixed score	4
One over fixed score	1	Three under fixed score	5
Fixed score	2	Four under fixed score	6
One under fixed score	3		

If confused!! Keep card in normal manner – scorer will work it out.

BINGO/BANGO/BONGO COMPETITION

Each player will play their individual game for registering scores in the computer. This competition is **not** designated as a tournament and should not be entered as such.

BINGO:	First ball on green – one point.
BANGO:	Closest shot to pin – one point.
BONGO:	First player to hit the ball in the hole – one point.

On par 3's where one is likely to reach the green from the tee, no point is awarded for first on the green as the player who hits first has the advantage. Instead, this point is given to the player whose ball is **second nearest to the pin** after all the balls are on the green.

In addition to recording gross and putting score on each hole, record the number of B/B/B points.

ALTERNATE SHOT – Two person team. Player "A" tees off, Player "B" plays the second shot from where player "A's" ball came to rest. Player "A" plays the third shot from where player "B's" ball came to rest, and so-on until the ball is in the cup. At the next tee Player B tees off, regardless of who made the final stroke on the previous hole. This is to avoid the same player teeing off on every hole.

If a ball is hit out of bounds or lost, the player who hit it must hit again, with the appropriate penalty stroke(s), in order to put a ball in play for his partner to hit.

SCRAMBLE

Four-person team, stroke play. Each player hits a tee shot with each player contributing a **minimum of three tee shots** and a **maximum of six**.

After selecting the best tee shot other players pick up their balls and hit their second shot from within one club length of the shot selected. The group then selects the best second shot and all players hit from that position. Continue this sequence for every shot, including putts, until the hole is completed.

Three-person team: each player will tee off with each contributing a **minimum of four tee shots** and a **maximum of eight**. One player gets an extra putt on each hole - six times for each player.

VEGAS SCRAMBLE (4 person team) (added May 2026)

Before play begins, assign a number from one to four to each member of your 4-person team. At each tee, all four members tee off, then a six-sided die is thrown or rolled. Check the number that comes up on the die. If it is a 1, 2, 3 or 4, then the drive of the team member whose number matches must be used on that hole.

Example: On the first hole, all four team members hit drives. Then the number 3 is rolled. The drive hit by the member who is designated player #3 is the drive that must be played on the hole.

If the die comes up 5, the worst drive is used. If 6 is rolled, then the team can choose the best drive among the four. Once the applicable drive is determined all members of the group play a regular scramble all the way to the completion of the hole.

The average handicap for the foursome is applied to the final gross score.

For threesomes, one member in your group will take an extra shot each hole. Each member will take the extra tee shot every 3 holes.

Example: Player 1 will have an additional tee shot on holes 1, 4, 7, 10, 13 and 16. The extra tee shot is used if a 4 is rolled. Once the tee shot is determined, play a regular scramble to the green, one member can take an extra putt.

YELLOW BALL TOURNAMENT (revised April 2006)

Four Man Team play. Order of play of yellow ball is decided by team members.

Only one team member will play the yellow ball, tee through green, for each successive hole. Each team member will play the yellow ball for a minimum of 4 holes, with two optional. or in the case of a three-man team each team member must play the yellow ball on five holes, with three optional. **The net score from the yellow ball will count as the team score for each hole.**

Each remaining team member will play their own ball and record their individual scores for each hole. Accordingly, each team member will be able to post an individual score for handicap purposes.

Individual handicaps will be applied to the yellow ball on each hole. For example, player "A" has a handicap of 20. He plays the yellow ball on hole 4, and therefore gets 2 strokes on that hole. If, for example, he plays the hole in 6 strokes, the team score will be a net 4. Similarly, player "B" has a 9 handicap. He plays the ball on hole 5 but gets no strokes on that hole. The team score will be player "B"s gross score which is the same as his net score on hole 5.

In order for this scoring to be tabulated properly, teams must indicate on the score card which player played which hole with yellow ball, by circling the gross score of that player.

Penalty for loss of yellow ball: two stroke penalty applied by committee. If yellow ball lost, carry on play using regular ball. All other scoring rules apply.

Yellow Ball Plus One: Same rules as above but add the next best net score to the team score

ONE TWO THREE TEAM EVENT

In each foursome: Holes 1-6, count the best net score of one player. Holes 7-12 count the sum of the best net scores of two players, Holes 13-18, count the sum of the best net scores of three players. On the score card, record the gross and net scores of each player on each hole. Fill in the team score on the team score line.

PINEHURST SYSTEM aka CANADIAN FOURSOMES

Two-man teams. Both players tee off, and then they switch golf balls. Player A plays Player B's drive, and vice-versa. Each player hits the second shot. They then select the better of the second shots, and from that point until the ball is holed, they play only one ball in an alternate shot format. In each foursome the two high handicaps and the two low handicaps will be partners using a team handicap by adding the two players handicaps and divide by 2. Half a point round up. Record gross scores take team handicap off at end.

CAPTAIN vs VICE-CAPTAIN:

Players must sign up ahead of time so that the Captain and Vice-Captain can draft teams from the signed-up players. (best if you can commit to both rounds)

Over two Wednesdays, two-man teams, closely matched in handicap play each other in a mixed format, similar to the PGA Presidents Cup, such as nine holes alternate shot, nine holes scramble, nine holes match play, and nine holes stroke play.

ARDMORE GOLF COURSE LOCAL RULES – revised August 2025

Golf Canada Rules govern all play

Stakes/Markers: WHITE – Out of Bounds (OB) / 150-yard marker. RED – Penalty Area / 100-yard marker.

Red paint denotes penalty area boundaries.

Ball beyond perimeter fences or in maintenance yard fence is OB.

Rakes to be placed inside sand traps, handles parallel to fairway.

Free drop (swing & stance) from distance markers, sprinkler heads/covers, any covers on fairways, flower beds, protective wood or chain link fences, ground under repair, and cart path.

Mounds with red stakes are penalty areas.

Free swing and stance relief from Canoe posts and also from scorecard holder on #1/10

Local Rule – F5 is in effect. Free relief is available from an immovable obstruction that is on the line of play within two club lengths of the putting green and within two club lengths of the ball - eg – sprinkler cover.

Local Rule - E5 is in effect. This option allows the player to drop 2 club lengths into the fairway from the point where the ball is estimated to have come to rest (if lost) or gone out of bounds and the edge of the fairway of the hole being played that is not nearer the hole. The player gets two penalty strokes when using this relief option. This means that the relief is comparable to what could have been achieved if the player had taken stroke-and-distance relief.

HOLE #2/11: Deliberately hitting over #1/ fairway, green or rough is not allowed. Hole #1 General Area (#1 Fairway & #1 Rough) is OB. This OB area starts on #1 side of cart path. Ditch on the right towards the #2 green is a penalty area.

HOLES #3/12; #4/13: Play ball as it lies between #3/12 & #4 /13 fairways. Free drop from practice green. Barn & netted practice areas are OB.

HOLE #5/14: Maintenance yard is OB. Swing and stance relief, no nearer the hole, from maintenance yard fence and from protective fence behind #3 teeing area.

HOLE #6/15: Free swing and stance relief from wooden fence behind green. Walking/cycle path OB. Ball striking power lines at the teeing area, replay shot, no penalty.

HOLE #9/18: Pump house is in red penalty area – no free relief. Free swing and stance relief from wooden fence behind green. OB behind cart path to #6

WINTER RULES

Preferred Lies (Winter Rules) – Effective as Posted

1. A ball lying on the general area may, without penalty, be moved or may be lifted, cleaned and placed within one club length of where it originally lay, but not nearer the hole. A ball lying in standing water also may be moved accordingly.
2. Should temporary holes come into play use a maximum of two putts for scoring purposes, if the ball is within one length of the flagstick as measured from the edge of the hole. Scores on temporary holes are not to be recorded for the Winter Eclectic.

Note: The area defined as “the general area” is the whole area of the course **except:**

- a) the teeing ground and putting green; and
 - b) all hazards on the course. Note that if your ball is in an un-raked bunker, lift the ball, rake the sand, replace the ball
- Also note that previously the lift, clean, and place rule was not allowed for a ball lying within a club length of a tree, fence or other obstruction. This restriction has now been removed.

"I'll shoot my age if I have to live to be 105."

Bob Hope