

Scrambles & Super Scrambles

Please note that the maximum handicap for all men's trophy events is 28. Players with a higher handicap may play, but they will be required to play to a maximum handicap of 28 for the duration of the event. Other special events may have a different maximum as set by the Golf Committee.

Men's Scramble:

Senior & Junior Divisions will play for prizes up to 3rd place based on stableford points*. There are prizes for twos as well as a twos jackpot on Saturday (Holes 3, 8, & 11) and Sunday (Holes 5, 8, & 16).

**Scramble prizes will be for stableford points unless a qualifying round for a trophy event is on the same date in which case the scramble format will match that of the trophy event.*

Prize winners of the scramble will have points awarded to their member account by the Thursday following the scramble date.

Super Scramble:

On the last Saturday of each month, Senior & Junior Divisions will play for prizes up to 3rd place* based on stableford points*. There are prizes for twos as well as a twos jackpot on holes 3, 8, & 11.

**If entries exceed a reasonable number of players, the golf services manager may choose to add a 4th place prize for both divisions. Scramble prizes will be for stableford points unless a qualifying round for a trophy event is on the same date in which case the scramble format will match that of the trophy event.*

Prize giving will be pick of the table so prize winners must be present or can choose a member to pick a prize for them. Prizes cannot be returned or exchanged.

Akarana Golf Club Rules & Etiquette:

All players are expected to play in the spirit of the game by acting with integrity, by following the Rules, applying all penalties, and being honest in all aspects of play. See also the **BYLAWS OF THE AKARANAGOLF CLUB INC** in the **Member Handbook**

1. Be knowledgeable of the **Rules of Golf** : <https://www.randa.org>
2. You must exchange cards with a marker (not your partner in a pairs event); see **R&A Rule 3.3.b**
3. All competition, scramble, and Match play cards are to be returned to Pro Shop/tournament staff for checking and entry.
4. All printed score cards are required to be returned for scanning and handicap purposes; signatures and markers' names must be clearly identifiable.
5. Concessions (***gimmies***) are not permitted in strokeplay or scramble events
6. For pairs events, partners must play together unless otherwise directed for the event.
7. Be conversant with all **Local Rules** as adopted by the Golf Committee, and with all **Terms of the Competition** of the day.
8. **Standard of dress** – See the notice board by the Golf Shop for the required standard of dress while on the Course and in the Club House. **NB** No beach wear; and no hats in the Club House
9. **Golf Clubs** – Each player must have their own set of clubs, including a putter
10. **Slow Play Protocols** – Please keep up with the group ahead of you. Play “Ready Golf” where possible; follow the ***Slow Play Protocols***. The player with the lowest handicap is responsible for course etiquette.
11. Respect the ***Tee Booking Policy***; contact the Pro shop if you cannot play.
12. **Care of the Course** – Repair pitch marks on the Greens, sand divot marks on the tees, and rake bunkers after use leaving the rake outside the bunker.
13. **Sand Buckets** are compulsory for all players

MADDEN / FROST / KIRKCALDIE MEMORIALS

Madden / Frost / Kirkcaldie Memorials played from the Blue Tees

Entry:

Enter on the day via the kiosk when printing a scorecard. Each matchplay rounds draw will be arranged by the Golf Manager and posted on the internet by 5pm the Wednesday before play.

Qualifying Net Medal Round:

Qualifying - The best 8 net medal scores; two reserves for each grade. The top Qualifier across all three grades wins the **Cullen Shield**. Handicap grades at time of qualifying round are: Up to 8, 9 – 16, and 17 - 28

Rules:

The matches are all Handicap Matchplay based on each player's course handicap on the day of each match. The player with the lowest handicap reverts to scratch and his opponent plays off the difference between their course handicaps. Shots are given from the lowest stroke holes according to the "revised" handicaps.

All rounds will be played on Saturdays in the reserved tee times starting from 11.18am. Holes not completed should be scored with the "most likely score"; holes not played are scored as "two pointers" for handicap purposes. Return all cards to the Pro shop.

Prizes:

The winners receive either the Madden / Frost or Kirkcaldie Memorial trophies and each receives a \$60 Club voucher.

The runners-up each receive a \$40 Club voucher

The winner of the Cullen Shield receives a \$50 Club voucher.

NB The Golf-shop scramble could still be a stableford competition on **qualifying day**, but matchplay contestants are not eligible for the subsequent scrambles.

OPENING DAY:

Two player ambrose

Entry:

To enter, book your own tee times, with help from the pro-shop staff, and write your pairs names on the entry sheet which is in the Golf Shop before the first player tees off. Each contestant must also indicate their entry on the kiosk when printing a score card.

Rules:

Partners must play together. Each team must swap cards with their playing companions.

Team handicaps are calculated by adding the two handicaps together and then dividing by four.

Each team must use at least six tee shots from each player.

Each player hits off the tee, the best shot is then selected (and marked), and each player plays hits a second shot from within 15cm of the marker. This continues until the ball is in the hole. One score is thus recorded for each hole.

KEITH HAY CUP

Pairs Aggregate Par played over 36 Holes (i.e. consecutive Saturdays) from the Blue Tees

Entry:

To enter, write your pairs names on the entry sheet which is in the Golf Shop. Each contestant must also indicate their entry on the kiosk when printing a scorecard on the day.

Rules:

Each individual player's marker keeps his par score for each 18 holes. At the end of each round your score is combined with that of your partner to give you your team's score for the round. Partners must play together. Return all competition cards to the pro-shop for scoring.

Example: Jim has +7 for his round and Peter has -2. Jim & Peter's Team score for round one is +5. In the second round Jim has +3 and Peter +6. The team score for the round is +9. This is then added to the first round (+5) to give them a total of +14.

Prizes:

The winners receive the Keith Hay Cup, and each receives a \$75 Club voucher.

The runners-up each receive a \$60 Club voucher

3rd place each receive a \$45 Club voucher

4th place each receive a \$35 Club voucher

5th place each receive a \$25 Club voucher

First and second round winners each receive a \$25 Club voucher (each pair can only receive one prize)

NB Any Golf-shop scramble should be a par competition on this day.

DOUG REID MEMORIAL TROPHY

18 Hole Stableford competition played from the allocated Blue or White Tees on a Wednesday, with the best 7 of 10 rounds counting.

Entry:

Enter via the kiosk when printing your scorecard each day that you play. Later entries can be accepted up until the fourth Wednesday of the event.

Rules:

Scoring rules of the R&A for stableford apply. Your 7 best stableford out of the 10 rounds count.

Example: Jim has 37 points for his first round and then successive rounds of 32, 37, 34, 36, 36, 35, 36, 34, 35 points. Jim drops his worst three scores to have a seven-round total of 252 points.

Return all competition cards to the pro-shop for scoring.

Prizes:

Winner receives the Doug Reid Memorial Trophy, and a \$50 Club voucher

Runner-up receives a \$40 Club voucher

3rd place receives a \$30 Club voucher

CAPTAINS V PRESIDENT TROPHY

Captains V Presidents Trophy. Pairs Aggregate Par played from the White Tees

Entry:

To enter, write your pairs names on the entry sheet which is in the Golf Shop. Each contestant must also indicate their entry on the kiosk when printing a scorecard on the day.

Rules:

Each player's marker keeps his par score. At the end of the round the scores are combined with your partner to give you your teams score for the round. Return all competition cards to the pro-shop for scoring.

Par scoring:

Each player's par scores on a hole are based on their handicap and the stroke index for the hole.

(o) Half for playing to handicap per hole;

(+) for playing better than handicap per hole;

(-) for playing worse than handicap per hole;

Add up all +'s and – 's for each hole to come up with a total for each round.

Example: Jim has +7 for his round and Peter has -2. Jim & Peter's Team score for the event is +5.

Prizes:

Best score receives a \$50 Club voucher

The runner-up receives a \$40 Club voucher

3rd place receives a \$30 Club voucher

4th place receives a \$25 Club voucher

5th place receives a \$20 Club voucher

PATERSON CUP

36 Holes Pairs Nett Foursomes played from the Blue Tees

Entry:

To enter write your pairs names on the entry sheet which is in the Golf Shop. Each contestant must also indicate their entry on the kiosk when printing a score card.

Rules:

AM Round: Greensomes Foursomes

Played on half combined handicaps. The players both tee off every hole. They both then play their second shot and then select the best positioned ball to play alternately from there. Rules are the same as for foursomes.

PM Round: Canadian Foursomes

Played on half combined handicaps. The players both tee off every hole and then select the best positioned ball to play alternately from there. Rules are the same as for foursomes.

Return all competition cards to the pro-shop for scoring.

Prizes:

Winning pair each receive a \$75 Club voucher

Runners-up each receive a \$60 Club voucher

3rd place each receive a \$45 Club voucher

4th place each receive a \$35 Club voucher

5th place each receive a \$25 Club voucher

Consolation:

AM Winning pair each receive a \$25 Club Voucher

PM Winning pair each receive a \$25 Club Voucher

COBBERS CUP 25 APRIL - ANZAC DAY



18 Hole Pairs Aggregate Stableford played from the Blue Tees on ANZAC DAY

Entry:

To enter, book your own tee times and write your pairs names on the entry sheet which is in the Golf Shop before the first player tees off. Each contestant must also indicate their entry on the kiosk when printing a score card.

Rules:

Return all competition cards to the pro-shop for scoring.

Each player's marker keeps his Stableford score. At the end of the round the scores are combined with your partner to give you your teams score for the round. Partners must play together.

Example: Jim has 37 points for his round and Peter has 32. Jim's & Peter's Team score for the event is 69 points.

Prizes:

Winning pair each receives a \$50 Club voucher

Runners-up each receive a \$40 Club voucher

3rd place each receive a \$30 Club voucher

4th place each receive a \$25 Club voucher

5th place each receive a \$20 Club voucher

AKARANA GOLD CUP

36 Hole Pairs Best Ball Stableford Men's event, played from the Blue Tees

Entry:

To enter, book your own tee times and write your pairs names on the entry sheet which is in the Golf Shop before the first player tees off. Each contestant must also indicate their entry on the kiosk when printing a score card.

Rules:

Each player's marker keeps his gross and stableford score. Partners must play together. Return all competition cards to the pro-shop for scoring. The computer will calculate the best ball score for each pair.

Each player scores stableford points on a hole based on their handicap and the stroke index for the hole.

Prizes:

Winning pair each receive a \$75 Club voucher

Runners-up each receive a \$60 Club voucher

3rd place each receive a \$45 Club voucher

Consolation:

AM winners each receive a \$25 Club voucher

PM winners each receive a \$25 Club voucher

EDWARDS, WISEMAN, and WATSON TROPHIES

18 Holes Single Stableford qualifying played from the Blue Tees in 3 grades then handicap match play. Eight qualify in each grade (two reserves). Handicap grades at time of qualifying round are: Up to 8, 9 – 16, and 17 - 28

Entry:

Enter for the qualifying via the kiosk when you print your scorecard.

Rules:

The matches are all Handicap Matchplay based on each player's course handicap on the day of each match. The player with the lowest handicap reverts to scratch and his opponent plays off the difference between their course handicaps. Shots are given from the lowest stroke holes according to the "revised" handicaps.

All rounds will be played on Saturdays in the reserved tee times starting from 11.18am. Holes not completed should be scored with the "most likely score"; holes not played are scored as "two pointers" for handicap purposes. Return all cards to the pro shop.

Prizes:

Winners of each trophy receive a \$50 Club voucher

Runners-up of each trophy receive a \$40 Club voucher

NB The Golf-shop scramble could still be a stableford competition on **qualifying day**, but matchplay contestants are not eligible for the subsequent scrambles.

WINTER STROKE PLAY

Seniors Grade - handicap up to 7 (7.0 index, Blue tees based on 121 course rating).

Intermediate Grade - handicap 8 to 12 (7.1 – 11.6 index).

Juniors - handicap 13 to 18 (11.7 – 17.2 index).

C Grade - handicap 19 to 28 (17.3 + index on Blue tees)

The winners for each grade will be found from best three of four rounds of Gross Strokeplay.

Entry:

Enter on the day via the kiosk when you print your scorecard. Grades for the stroke play will be based on indices prior to first round tee off.

Rules:

Single Stroke or Medal play is the simplest of all variations. The game requires all strokes to be counted and players are unable to pick up the ball without penalty. The lowest score over three rounds wins. Return all competition cards to the pro-shop for scoring.

Prizes:

Winners of each grade receive a \$50 Club voucher
Runners-up of each grade receive a \$40 Club voucher

Hyaiason Trophy is awarded to the best net round during Winter Stroke play

COLTMAN ROSKILL FULLER CUPS

Best 3 of 5 rounds, individual par, played from the White Tees in 3 grades on Sundays

Entry:

Enter via the kiosk when you print your scorecard. Grades are based on handicaps at time of each player's first round

Rules:

Handicap grades are: Up to 8, 9 – 16, and 17 – 28. Return all competition cards to the pro-shop for scoring.

Par scoring:

Each player's marker to keep score. Each player's par scores on a hole are based on their handicap and the stroke index for the hole.

(o) Half for playing to handicap per hole;

(+) for playing better than handicap per hole;

(-) for playing worse than handicap per hole; record most likely score if hole not completed

Best 3 scores over the 5 rounds will be the overall winner.

Prizes:

Winners in each cup receive a \$50 Club voucher

Runners-up in each cup receive a \$40 Club voucher

Mixed scramble should be par

AGE GROUP CHAMPIONSHIPS

18 Holes Single Stableford qualifying played from the Blue Tees in age grades, then handicap match play. Eight qualify in each grade (two reserves).

Entry:

Enter via the kiosk when you print your scorecard. You will be sorted into your division based on age so your date of birth will need to be recorded in DotGolf. Maximum handicap of 28

Age groups are: up to 35,36-45,46-55,56-65, 66+
56-65 age group play for the Veterans Trophy
66+ age group play for the Super Veterans Cup

Rules:

The matches are all Handicap Matchplay based on each player's course handicap on the day of each match. The player with the lowest handicap reverts to scratch and his opponent plays off the difference between their course handicaps. Shots are given from the lowest stroke holes according to the "revised" handicaps.

All rounds will be played on Saturdays in the reserved tee times starting from 11.18am. Holes not completed should be scored with the "most likely score"; holes not played are scored as "two pointers" for handicap purposes. Return all cards to the pro shop.

Each rounds draw will be arranged by the Golf Manager and posted on the internet by 5pm the Wednesday before play.

Prizes:

Winners of each grade receive a \$50 Club voucher
Runners-up of each grade receive a \$40 Club voucher

NB The Golf-shop scramble could still be a stableford competition on **qualifying day**, but matchplay contestants are not eligible for the subsequent scrambles.

MCNAUGHTON FAMILY PAIRS TROPHY

Pairs Matchplay, with eight to qualify (two reserves)

Qualifying - 4BBB Net from the blue tees

Entry & qualification:

Enter on the day via the kiosk when you print your scorecard and write your pairs name on the entry sheet in the Golf Shop before you tee off..

Rules:

For qualification, each player's marker keeps the gross scores on the card. Partners must play together. The computer will calculate the best ball score for each pair

The matches are all Handicap Matchplay based on each player's course handicap on the day of each match. The player with the lowest handicap reverts to scratch and his opponent plays off the difference between their course handicaps. Shots are given from the lowest stroke holes according to the "revised" handicaps.

All rounds will be played on Saturdays in the reserved tee times starting from 11.18am. Holes not completed should be scored with the "most likely score"; holes not played are scored as "two pointers" for handicap purposes. Return all cards to the pro shop.

Prizes:

Winning pair each receive a \$50 Club voucher

Runners-up each receive a \$40 Club voucher

NB The Golf-shop scramble could still be a stableford competition on **qualifying day**, but matchplay contestants are not eligible for the subsequent scrambles.

CLUB CHAMPIONSHIPS - STROKEPLAY

Seniors Grade - handicap up to 7 (7.0 index, Blue tees). The winner will be found from 54 holes of Gross Strokeplay over 3 days.

Intermediate Grade - handicap 8 to 12 (7.1 – 11.6 index): The winner will be found from 54 holes of Gross Strokeplay over 3 days. Blue tees.

Juniors - handicap 13 to 18 (11.7 – 17.2 index): The winner will be found from 36 holes of Gross Strokeplay over 2 days. Blue tees.

C Grade - handicap 19 to 28 (17.3 + index on Blue tees): The winner will be found from 36 holes of Gross Strokeplay over 2 days. Blue tees

Entry:

Entry is via the sheet posted on the club notice board. Enter on the day via the kiosk when you print your scorecard. **NB** The final two rounds of the strokeplay also double as the qualifying for the match play. Grades for the stroke play will be based on indices prior to first round tee; grades for the match play could be different but based on indices prior to first tee of match play qualification. **NB** These may need clarification from the WHS from 2020

Rules:

Single Stroke or Medal play is the simplest of all variations. The game requires all strokes to be counted and players are unable to pick up the ball without penalty. The lowest score wins. Return all competition cards to the pro-shop for scoring.

Prizes:

Seniors - Winner will receive a \$150 club voucher, runner up \$100 and third place \$70.

Intermediate - Winner will receive a \$150 club voucher, runner up \$100 and third place \$70.

Junior - Winner will receive a \$150 club voucher, runner up \$100 and third place \$70.

C Grade - Winner will receive a \$150 club voucher, runner up \$100 and third place \$70.

PRESIDENTS PUTTER

18 Holes Aggregate Par in teams of 4 played from the Blue Tees

Entry:

Enter your team of 4 in the Golf Shop sheet on the day of play, before the first player tees off; also show entry via the kiosk.

Rules:

Teams to play together. Return all competition cards to the pro shop for scoring

Par scoring:

Each player's par scores on a hole are based on their handicap and the stroke index for the hole.

(o) Half for playing to handicap per hole;

(+) for playing better than handicap per hole;

(-) for playing worse than handicap per hole; record most likely score if hole not completed

Add up all +'s and – 's for each hole to come up with a total for each player; then add the four players scores together for the team score.

The highest team score wins the competition.

Prizes:

Winning team each receive a \$50 Club voucher

Runners-up team each receive a \$40 Club voucher

3rd place team each receive a \$30 Club voucher

NB: Scramble on this day must be par

HOWEY WALKER TROPHY

18 Holes Pairs 4BBB Par played from the Blue Tees.

Entry:

Enter your pair in the golf shop before play on the day. On the sheet and on the computer kiosk.

Rules:

Each player's marker keeps the gross & par scores on the card. Partners must play together.

Each player's par scores on a hole are based on their handicap and the stroke index for the hole.

(o) Half for playing to handicap per hole;

(+) for playing better than handicap per hole;

(-) for playing worse than handicap per hole; if you cannot score a half you may pick up and record the most likely score.

Add up all +'s and – 's for each hole to come up with a total for each round.

Return all competition cards to the pro-shop for scoring. The Pro shop will take the best Par score between you and your partner on each hole and add your total up after 18 holes.

Prizes:

Winners receive a \$50 Club voucher

Runners-up receive a \$40 Club voucher

3rd place receive a \$30 Club voucher

NB Any golf-shop scramble should be a par competition on this day.

BILL RODGERS TROPHY

Members Invitational Day. 18 Hole Four Ball Best Ball (Stableford) played from the White Tees.

Entry:

This is an opportunity for members to bring a visitor or guest to Akarana; all they need is an official NZ Golf handicap on the system. Entries close at 5pm the Wednesday before the competition. To enter write your pairs name on the entry sheet which is in the Golf Shop. After entries close the draw is posted on the Internet before play. Each contestant must also indicate their entry on the kiosk when printing a scorecard.

Rules:

Each player's marker keeps the Gross & Stableford scores on the card. Partners must play together.

Each player scores stableford points on a hole based on their handicap and the stroke index for the hole.

Return all competition cards to the pro-shop for scoring; the computer will calculate each pairs best ball score.

Prizes:

- 1st place - each - \$50 voucher
- 2nd place - each - \$40 voucher
- 3rd place - each - \$30 voucher
- 4th place - each - \$25 voucher
- 5th place - each - \$20 voucher

Club Championships: Matchplay

Entry:

Entries close at 5pm Saturday, one week before the match play qualifying competition. To enter write your name on the entry sheet on the club notice board. After entries close the draw is posted on the Internet by 5pm Wednesday before play. Also record entry on the kiosk.

Qualifying:

Senior (course handicap up to 7, index 7.0) and Intermediate (hcp 8 – 12, indices 7.1 – 11.6) qualifying is over the final 36 holes from the Strokeplay championship. Junior (hcp 13-18, indices 11.7 – 17.2) is gross score over 36 holes, and 'C' Grade (hcp 19+) is over 36 holes. Return all competition cards to the pro-shop for scoring. Some grades for the match play could be different from the stroke play because they will be based on indices prior to first tee of match play qualification. **NB** These may need clarification from the WHS from 2020

Rules:

The matches are all off the stick.. Holes not completed should be scored with the “most likely score”; holes not played are scored as “two pointers” for handicap purposes. Matchplay contestants are not eligible for the scramble. All scorecards must be returned to the pro shop.

Top Qualifiers Playing for:

Senior - John Trivett Trophy
Intermediate – Osmand Cup
Junior – Jack Marshall Memorial Trophy
C Grade – Karl Robinson Cup

Matchplay:

Up to 16 to qualify in each grade, with matches played “off the stick” on specified days. There will be two reserves for each grade. If there are fewer than 12 entries in any grade then up to 8 qualifiers may be found – this reduction will be notified prior to tee off. “C” grade matches off white tees; final over 18 holes.

Matchplay Winners Playing for:

Senior Champion – Champion Cup and Vic Pirihi Trophy
Intermediate – Walker & Hall Cup
Junior – Wiseman Cup
C Grade – C A Best Cup

AKARANA INVITATIONAL TOURNAMENT

Teams (of 5) with the best of 4 Individual Aggregate Par played over 18 Holes from the White Tees.

Entry:

Entries close at 5pm the day before the competition. To enter fill in an entry form which is located in the Golf Shop and pay the entry fee. Maximum of 20 teams. Maximum individual handicap is 28; max. total team handicap is 90.

Rules:

Each player's marker keeps his gross & par score for 18 holes. Return all cards to the Pro Shop for scoring.

Par scoring:

Each player's par scores on a hole are based on their handicap and the stroke index for the hole.

(o) Half for playing to handicap per hole;

(+) for playing better than handicap per hole;

(-) for playing worse than handicap per hole; record most likely score if hole not completed

The winning team score is made up of the best total 4 individual scores.

Example: Jim has +7 for his round, Peter has -2, Bob has -1, Steve has +3 and Tim has -5. Their team score is +7 (Tim's score is not counted).

Prizes:

Teams

The winning team each receives a \$50 Club voucher.

The runner-up team each receive a \$40 Club voucher

3rd place team each receive a \$30 Club voucher

4th place team each receive a \$25 Club voucher

5th place team each receive a \$20 Club voucher

Individual

The winner receives a \$50 Club voucher.

The runner-up receives a \$40 Club voucher

3rd place receives a \$30 Club voucher

4th place receives a \$25 Club voucher

5th place receives a \$20 Club voucher

About the Calcutta format

There is no greater fun at Akarana than one of our classic 'Calcutta' tournaments. Haven't played in one before? Well now's your big chance. Some FAQ's on Calcutta tournaments for those who have not played before.

What is a Calcutta?

A Calcutta is a golf tournament where the participants in the tournament are auctioned off before the start of play (in this case the 5 man team is auctioned). The money from the auction is pooled and whoever owns the winning team (1st, 2nd & 3rd) receives the prize money raised from the auction. In this instance this is a 5 man team men's tournament.

Can we guarantee you will have fun?

You betcha. Last year's tournament had 17 teams (ie 85 players) in it and was a load of fun, so we are expecting a big turnout. You will not experience a better day of golf than this at Akarana. The buzz from this tournament is like no other tournaments we have. The waiting in the club house for the results was very nerve wracking.

Do I need to be a superstar to play?

No at all. The maximum handicap for the tournament is 28 and the total combined handicap for each 5 man team cannot exceed 90 handicap, so there is plenty of room for people of all handicaps.

What if I don't have a Team?

No problem. Just contact the proshop and tell them you wish to enter and that you are a 'stray' and they will find you a team. There are always teams looking for spare players. You would be surprised how many times a 'made up team' goes well in these tournaments.

How does a 'Calcutta' work?

This Calcutta is a 5 man teams tournament where the best four individual scores for each team on handicap are added together at the end of play to get a team score (ie the worst score gets dropped). The team with the highest score is the winner. The format for scoring is on 'par' basis which is similar to match play except the entire field is playing against their own handicap. A 3 pointer or better gets you a win, a 2 pointer gets you a half, a 1 pointer or worse is a loss. The team with the most overall net wins (after deducting the losses) is the winner.

How does the auction work?

The field gathers in the clubhouse around 10am for the auction and the auctioneer simply auctions off each team in a live auction by taking bids from the floor. It is permitted to own your own team simply by outbidding the others, however if someone else buys your team it is traditional that the owner will offer the team a percentage share by selling to them BEFORE the start of play (so that you are incentivised to play well). If your team happens to win and you have purchased a share the owner will share the winnings with you. *Please note if you pay nothing then you own nothing.*

Do I have to participate in the auction to be in the competition?

No you don't. You can still play for individual prizes on the day (as part of a team), or as above you can (before play starts) buy a percentage share from the owner of your team

What happens after the auction?

Each team owner who won the bid at the auction must pay the organisers (in cash) for any team they bought in the auction and then go off and play in their allocated tee time.

Is there an entry fee?

Yes, the entry fee is \$25 per person (\$125 per team) and this includes a full breakfast prior to the commencement. The entry fee needs to accompany your entry form.

Can visitors from other clubs play?

As this event is an invitational tournament, then yes visitors can play (either with other Akarana players or in their own team). All they need to have is an official NZ Golf handicap on the system.

What do I need to do to enter the tournament?

Check around with your mates and get a team of 5 together and complete an entry form at the proshop. The pro shop need all the entries in by the close of the day prior.

DEWAR'S CUP

Presented by Akarana Golf Club

Pairs 4 Ball Better Ball Par played over 36 Holes from the Blue Tees

Entry:

Entries close at 5pm Saturday the week before the competition. Some visitors may be invited to play by the General Manager. To enter write your pairs names on the entry sheet which is in the Golf Shop. After entries close the draw is posted on the Internet by 5pm the Wednesday before play. Each player must also enter on the computer kiosk.

Rules:

Each player's marker keeps the gross & par score on the card. Partners must play together. Return all cards to the Pro Shop for scoring.

Each player's par scores on a hole are based on their handicap and the stroke index for the hole.

(o) Half for playing to handicap per hole;

(+) for playing better than handicap per hole;

(-) for playing worse than handicap per hole;

4BBB is the better Par score out of your pair on each hole. Once a player cannot beat his partners par score on a hole they may pick up and record their most likely score for the hole.

Prizes:

The winners receive the Dewar's Cup, and each receive a Christmas liquor pack

The runners-up each receive a Christmas liquor pack

3rd place each receive a Christmas liquor pack

4th place each receive a Christmas liquor pack

5th place each receive a Christmas liquor pack

6th place each receive a Christmas liquor pack

7th place each receive a Christmas liquor pack

8th place each receive a Christmas liquor pack

9th place each receive a Christmas liquor pack

10th place each receive a Christmas liquor pack

AM & PM consolation winners each receive a bottle of Dewar's Scotch

SUMMER CUP

Four-Ball Handicap Match Play Competition played from the Blue Tees

Entry – for qualifying:

To enter, write your pairs names on the entry sheet in the Golf Shop before you tee off. Also indicate your entry on the pro-shop kiosk

Rules:

Qualifying will be four ball, best ball net, with the top 8 pairs qualifying for the Match play (two reserves).

Each player's marker keeps the gross score on the card. Partners must play together. Return all cards to the Pro Shop for scoring. After qualifying, the round one draw will be posted on DotGolf.

The matches are all Handicap Matchplay based on each player's course handicap on the day of each match. The player with the lowest handicap reverts to scratch and other contestants play off the difference between their course handicaps. Shots are given from the lowest stroke holes according to the "revised" handicaps.

Prizes:

The winners receive the Summer Cup, and each receives a \$60 Club voucher.

The runners-up each receive a \$30 club voucher.