



# Tiger Tee Rules

To be played in conjunction with the official rules of golf.

1. Tiger Tee to Green – a player is allowed 7 shots if the player is not on the green in 7 shots they pick up and place the ball on the nearest edge of the green.
2. Tiger Tee Golf - allows a maximum of 10 shots per hole, if the player has not holed out in ten shots they pick up and score 10 (and place a circle around the 10). Scores of 1 to 10 shots where the player has holed out record the score without the circle.
3. Bunkers – should a player's ball come to rest in a bunker the player is allowed 1 shot to get out, if the player is not successful, they lift and place the ball on the fairway next to the bunker (not nearer to the hole).
4. Rough – if a player's ball comes to rest in the rough a player may pick up and drop the ball within two club-lengths of the fairway (but still in the rough), not nearer the hole.
5. Penalty Area – if a player's ball enters a penalty area it is a 1 stroke penalty, and the player can place a ball within two club-lengths of where it entered the penalty area, not nearer the hole.
6. Out of Bounds – if a player's ball is out of bounds it is a 1 stroke penalty, and the player can place a ball within two club-lengths of the fairway but not nearer the hole.
7. Windy (miss hit) – should a player swing and miss the ball this is not counted as a shot.

Caddies will always be permitted for all participants in the Tiger Tees divisions.

**Please try to let your child make decisions**



# Modified Stroke Rules

To be played in conjunction with the official rules of golf.

1. Tee to Green – a player is allowed 7 shots if the player is not on the green in 7 shots they pick up and place the ball at the nearest edge of the green.

Modified Stroke Golf – allows a maximum of 10 shots per hole, if the player has not holed out in ten shots they pick up and score 10 (and place a circle around the 10)—scores of 1 to 10 shots where the player has holed out record the score without the circle.

3. Bunkers – should a player's ball come to rest in a bunker the player is allowed 2 shots to get out, if the player is not successful, they lift and place the ball on the fairway next to the bunker, not nearer to the hole.

4. Penalty Area – if a player's ball enters a penalty area it is a 1 stroke penalty and the player can place a ball within two club-lengths of where it entered the penalty area, not nearer the hole.

## Modified Stroke Prizes

As the participants strive to improve their skills and become confident with competing, 1st, 2nd and 3rd places are awarded. A full presentation will follow the round and all participants are encouraged to stay. Tour tokens (see below for details) will be awarded to participants based on skill development as with other Tour divisions.

Caddies are permitted in Modified Stroke.

Caddies can transport the golf bag, pushcart, rake bunkers, search for golf balls and provide food, drink, and provide emotional support.



# Stableford Division

Players who hold an official GA handicap or a male player with a GA handicap of 32.0 or below and a female player with a GA handicap of 36.0 or below, if you are higher than these handicaps you must enter the Modified Stroke division.

Caddies are NOT permitted in the Stableford Division. Extreme weather lifts this no caddy policy for the Junior Tour

## How to score for stableford players

The number of strokes a player is to receive on each hole is calculated based on the difficulty of the hole or **stroke index** on the card. e.g., If a player has a 22 handicap, then they would receive 1 stroke each hole and an additional stroke for stroke indexes 1-4, the four hardest holes (total 22 strokes).

Before starting your round, it is best to look at the stroke indexes to determine how many over par '**your par**' is for each hole. You can write in the stroke index box how many extra shots you are over par.

Your handicap is used with the **stroke index** of each hole to determine 'your par' for the hole.

**Points are awarded as per the below based on your stroke score to 'your par'.**  
(Double Bogey or worse - 0 points) (Bogey - 1 point) (Par - 2 points) (Birdie - 3 points) (Eagle - 4 points) (Albatross - 5 points)

**Example:** An 18-handicapper received 1 shot over par on every hole.

Therefore, a par 4 will be 'your par' 5. If that player has 5 shots on the hole, 2 points are awarded, 4 shots = 3 points.

Once a player can no longer score any points for a hole then they should pick their ball up and move onto the next hole and you can record a wiper. A dash is placed on the scorecard in place of the result scoring section of your card.

**Record your strokes played** and points on your card on the way round the golf course, then after the 9 holes move to the scoring table after the round and ensure that the points are correct between the player and marker on both cards then **sign** the card and bring it to the results table where the score will be checked and finalised.