



REAL CLUB DE GOLF GUADALMINA

COMPETITION BOOKLET



INDEX

1. LOCAL RULES AND GENERAL CONDITIONS OF COMPETITION

- 1. a. Local Rules
- 1. b. General Conditions of Competition
 - 1. b. 1. Participants
 - 1. b. 2. Categories
 - 1. b. 3. Teeing ground - marks
 - 1. b. 4. Registration
 - 1. b. 5. Registration Rights
 - 1. b. 6. Time of starting and groups
 - 1. B. 7. Pace of Play
 - 1. b. 8. Decision of Ties
 - 1. b. 9. Sanctions
 - 1. b. 10. Draws and Waiting Lists
 - 1. b. 11. Transportation
 - 1. b. 12. Prize Criteria
 - 1. b. 13. Financial liquidation
 - 1. b. 14. Event Committee
 - 1. b. 15. Final Scores- Competition Closing
- 1. c. Important Notice Regarding the 5th Hole of the North Course

2. PLAY FORMATS

- 2. a. Play Formats for Individual Competitions
 - 2. a. 1. Stroke play
 - 2. a. 2. Match play
 - 2. a. 3. Par
 - 2. a. 4. Stableford
 - 2. a. 5. Eclectic
- 2. b. Play Formats for Doubles Competitions
 - 2. b. 1. Foursome
 - 2. b. 2. Four Ball/ Best Ball
 - 2. b. 3. Greensome
 - 2. b. 4. Greensome-Chapman
 - 2. b. 5. Canada Cup
- 2. c. Scramble

3. SOCIAL COMPETITIONS

4. OTHER COMPETITIONS

ANNEXES

ANNEX 1 – REGULATIONS REGARDING PACE OF PLAY

ANNEX 2 – EVACUATION PLANS

- Annex 2-S South Course Evacuation Plan
- Annex 2-N North Course Evacuation Plan
- Annex 2-C Par 3 Course Evacuation Plan

ANNEX 3 – COURSE SIGNAGE

- Annex 3-S South Course Signage
- Annex 3-N North Course Signage
- Annex 3-C Par 3 Course Signage



	1. LOCAL RULES AND GENERAL CONDITIONS OF COMPETITION	1.
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1. LOCAL RULES AND GENERAL CONDITIONS OF COMPETITION 1.a. Local Rules	1.a.
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The following Local Rules will apply to all of R.C.G. Guadalmina's courses unless specific local rules have been established for an event, in which case these rules will be applied supplementally.

The full text of the rules can be found in the current edition of the Golf Rules published by the Real Federación Española de Golf.

1. OUT OF BOUNDS (Rule 27)

Defined by walls, fences, white lines or stakes defining the boundaries of the course, and any part of the course so marked by the Committee.

Notes:

- a. Where out of bounds is defined by white stakes or fence posts (excluding angled supports) the line joining the nearest inside points at ground level of such stakes, posts, fences, etc. defines the boundary. A ball is out of bounds when all of it lies out of bounds.
- b. Where both stakes and lines are used to indicate the out of bounds, the stakes identify the out of bounds and the line defines the boundary.
- c. Where any continuing or adjoining white line is in existence it defines the boundary. A ball is out of bounds when all of it lies out of bounds.
- d. Where out of bounds is defined by a wall, the nearest inside face at ground level of such wall defines the boundary.
- e. A ball which crosses a public road defined as out of bounds and comes to rest beyond that road is out of bounds, even though it may lie on another part of the course.

2. WATER HAZARDS (Rule 26) (Including Lateral Water Hazards).

Water Hazards are defined by yellow stakes or lines. Where yellow lines are in existence they define the margin.

Lateral Water Hazards are defined by red stakes or lines. Where red lines are in existence they define the margin.

3. ABNORMAL GROUND CONDITIONS (Rule No. 25)

- a. All areas indicated by GUR or TR notice.
- b. All areas bounded by blue or white lines, or blue stakes.
- c. French drains (sand or stone-filled drainage ditches).
- d. Seams of cut turf – Page 134.

5. EMBEDDED BALL- Relief extended to "through the green" - Pages 131 - 132.

6. MOVABLE OBSTRUCTIONS (Rule No. 24-1)

Stones in bunkers are movable obstructions - Page 134

7. IMMOVABLE OBSTRUCTIONS (Rule No. 24-2)

White or blue lined areas adjoining any areas defined as immovable obstructions are to be regarded as part of the obstruction and not GUR.

8. IMMOVABLE OBSTRUCTIONS CLOSE TO PUTTING-GREEN

Relief from interference by an immovable *obstruction* may be obtained under Rule 24-2. In addition, if a ball lies off the *putting green* but not in a *hazard* and an immovable *obstruction* on or within two club-lengths of the *putting green* and within two club-lengths of the ball intervenes on the *line of play* between the ball and the *hole*, the player may take relief as follows:

The ball must be lifted and dropped at the nearest point to where the ball lay that (a) is not nearer the *hole*, (b) avoids intervention and (c) is not in a *hazard* or on a *putting green*. The ball may be cleaned when lifted.

Relief under this Local Rule is also available if the player's ball lies on the *putting green* and an immovable *obstruction* within two club-lengths of the *putting green* intervenes on his *line of putt*. The player may take relief as follows:

The ball must be lifted and placed at the nearest point where the ball lay that (a) is not nearer the *hole*, (b) avoids intervention and (c) is not in a *hazard*. The ball may be cleaned when lifted.

9. INTEGRAL PARTS OF THE COURSE

All sand or soil surfaced paths, even with gravel on their surface.

10. PERMANENT ELEVATED CABLES

If a ball strikes an elevated power line or cable, the stroke must be cancelled and replayed, without penalty (see Rule 20-5).

If the ball is not immediately recoverable, another ball may be substituted.

Exception: A stroke that results in a ball striking an elevated junction section of cable rising from the ground must not be replayed.

11. DISTANCE-MEASURING DEVICES

A player may obtain distance information by using a device that measures distance only. If, during a stipulated round, a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect his play (e.g. gradient, windspeed, temperature, etc.), the player is in breach of Rule 14-3, for which the penalty is disqualification, regardless of whether any such additional function is actually used.

PENALTY FOR BREACH OF LOCAL RULES

(But for those assigned with their own penalty)

Match play: Loss of Hole - Stroke play: Two strokes

NOTE: *The active or passive use of mobile phones during the stipulated round may constitute a breach of Rule 6-7, and the player may be penalised according to that Rule. Furthermore, when disturbing other players, it is a breach of the Rules of Etiquette that can be assessed as a serious breach of these Rules leading to the player's disqualification under Rule 33-7.*

NOTE: PREFERRED LIES (WINTER RULE)

The rule known as "Winter Rule" or "Preferred lies" is not in effect, unless it is explicitly announced. When the rule comes into effect in Guadalmina, the player must proceed as follows:

A ball lying on a closely-mown area *through the green* may be lifted, without penalty, and cleaned. Before lifting the ball, the player must mark its position. Having lifted the ball, he must place it on a spot within **THE LENGHT OF A SCORE-CARD** of and not nearer the *hole* than where it originally lay, that is not in a *hazard* and not on a *putting green*.

A player may place his ball only once, and it is *in play* when it has been placed (Rule 20-4). If the ball fails to come to rest on the spot on which it is placed, Rule 20-3d applies. If the ball when placed comes to rest on the spot on which it is placed and it subsequently *moves*, there is no penalty and the ball must be played as it lies, unless the provisions of any other *Rule* apply. If the player fails to mark the position of the ball before lifting it

or *moves* the ball in any other manner, such as rolling it with a club, he incurs a penalty of one stroke.

Note: "Closely-mown area" means any area of the *course*, including paths through the rough, cut to fairway height or less.

*If a player incurs the general penalty for a breach of this Local Rule, no additional penalty under the Local Rule is applied.



1. LOCAL RULES AND GENERAL CONDITIONS OF COMPETITION

1. b.

1. b. General Conditions of Competition

The following General Conditions of Competition will apply to all competitions held at any of the R.C.G. Guadalmina courses, unless specific rules apply to a given competition, in which case these General Conditions will apply supplementally.

1. b. 1.

PARTICIPANTS

The rules for each competition will establish the conditions for participation in the event. If no conditions are mentioned, the competition will be considered open only to amateur members of the club.

The minimum number of participants for any given event is 20 players for individual competitions and 15 for doubles competitions.

The maximum number of participants for any given competition is left up to the Competition Committee. In the event that the guidelines for a competition include a maximum number of participants, the Committee can increase or decrease this number as it deems appropriate.

In the event that a competition established the maximum number of participants for different categories (gender, age, categories according to handicap, etc.), any free spots in one category can be filled up by players of another category, completing the maximum number of players established or a higher number provided the Committee decides so.

1. b. 2.

CATEGORIES

Individual competitions:

Categories are defined by players' exact handicaps, equally distributing the number of players across the number of categories established. For example:

Mens: 1st- Exact handicap up to 10.0
2nd- Exact handicap between 10.1 and 14.0
3rd- Exact handicap between 14.1 and 26.4
Ladies: 1st- Exact handicap up to 17.0
2nd- Exact handicap between 17.1 and 36.4
Juniors*: Exact handicap up to 36.4

Doubles or team competitions:

Categories will be defined by the sum of the exact handicaps of each pair and/ or team. Participants will be equally distributed over the established number of categories.

* Junior Club players can participate in all Club competitions (except Mixed Thursdays, monthly Texas Scramble and Knock-out). They will not pay a registration fee and will not opt for a prize.

The Competition Committee can modify the categories depending on the number of participants.

1. b. 3.	TEEING GROUND - MARKS
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Mens: Yellow marks

Ladies: Red marks

1. b. 4.	REGISTRATION
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Competition registration will open sufficiently ahead of time and will close at 6:00pm two days before the start of the competition.

Registration lists with tee times will be posted no later than 2:00pm the day before the competition.

Until 12:00pm the day before the competition, any player can cancel their registration. Once the lists have been posted, players cannot cancel their reservation. Any withdrawal after this point will be considered an absence and will carry the corresponding sanction imposed by the Competition Rules.

Non-registered players will not be eligible to win a prize, but there may be a waiting list for these players at the discretion of the Committee. In these cases, their score will be considered only in terms of handicap increase/ decrease.

1. b. 5.	REGISTRATION FEE
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The registration fee will be stipulated by the Competition Committee for each competition and posted on the registration signup sheet. The registration fee must be paid before starting the stipulated round following the instructions provided. Failure to do so will result in automatic withdrawal from the competition, which will be considered an absence.

Registration fees for interclub competitions hosted by Guadalmina will be determined by the organizers of the event and approved by the Board of Directors and the Competition Committee.

1. b. 6.	TIME OF STARTING AND GROUPS
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Tee times will be assigned based on ascending handicap (from lowest to highest) and in reverse classification order the second day for competitions played over two days.

Any player who fails to show up to their tee time ahead of time and is not prepared to play at their designated time will be disqualified and will not be allowed to play in any later groups (without prejudice of what is stated in section 1. b. 4)

In the event that there are any absences, they will not be covered unless a group is left with only one player (or two players in 4-player groups), in which case one of the absences will be covered by the first player of the next group on the list.

In double competitions, absences can be covered by the next couple on the list.

1. b. 7.	PACE OF PLAY
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Rule 6-7, Note 2. See annex about Pace of Play.

1. b. 8.	DECISION OF TIES
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In the case of a tie between two or more players for first place of the Tournament, the first place will go to the player with the highest playing handicap for the Scratch trophy and the lowest playing handicap for the Handicap trophy. In the event that the tie persists, the tie will be broken by comparing the best scores on the last 9, 12, 15, 16 and 17 holes for 18 hole competitions and the last 18, 24, 30, 32, 34 and 35 holes for 36 hole competitions. In the event that the tie persists, the winner will be determined by a draw.

In the competition in which the rules foresee a play-off, it will be played hole by hole and over as many holes as necessary to break the tie. If no holes have been designated for the play-off before the start of the last round, it will be played in the normal order of the stipulated round (holes 1, 2, etc.). A tie-breaker for a Handicap competition will have the same handicap strokes applied as listed in the handicap stroke index on the scorecard.

In competitions of sides where there is not a unique handicap for the side, i.e. 4BBB, will be decided as follows:

Winner for Scratch prize will be the side with better Handicap score.

Winner for Handicap prize will be the side with better Scratch score.

In both cases, should the tie persist the winner will be the side with better score for last holes, if still persists will be drawn

1. b. 9.	SANCTIONS
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The following sanctions will be applied when a registered player fails to show up for a competition:

1. First absence: warning and greenfee payment
2. Second absence: greenfee payment and one month without participating in Club competitions.
3. Third absence and beyond: greenfee payment and six months without participating in Club competitions.

Sanctions will be removed six months following the last absence.

The Competition Committee may consider an absence "justified" based on special circumstances, in which case no penalty will be applied.

1. b. 10.	DRAWS AND WAITING LISTS
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In the event that the number of registered players surpasses the number of spots available there will be a draw for the spots, unless a waiting list had been established or the competition rules specified a different proceeding.

In every case, players who are left out of one competition will have preference in the following competition, to the discretion of the Competition Committee.

1. b. 11.	TRANSPORTATION
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The use of golf carts is authorized for social competitions, except for Junior players, Par 3 competitions and all other competitions for which their use is specifically prohibited.

In competitions where Junior players are in the same category as adults and are eligible to win a prize, they will be subject to the same transportation conditions that were established for the adults (with the exception that they will not be able to drive the cart unless they are 16 or over).

1. b. 12.

PRIZE CRITERIA

Prizes are non cumulative. In the event that the same player or team qualifies for both a Scratch and Handicap prize, they will be awarded with the best position (1st, 2nd, 3rd, etc). If the Scratch and Handicap positions they qualified for coincide, the Scratch prize will be awarded.

All participants can opt for a raffle gift whether they qualified for a prize or not and even if they are not present at the awards ceremony.

If a player wins a prize or raffle gift and is not present at the awards ceremony, it will be held for them at the Club for a period of 30 days, after which it will be donated to the Golf School.

1. b. 13.

FINANCIAL LIQUIDATION

As a general rule, the total amount collected in registration fees will go towards prizes for the winner and/ or gifts to be raffled among the participants.

Unless it is otherwise specified, there will be no cocktails during the awards ceremonies.

Unless otherwise specified, any money left over from the competition will be used towards paying deficits from other competitions of equal or similar nature. If there continues to be a surplus, the funds will be donated to the Golf School.

1. b. 14.

COMPETITION COMMITTEE

The Competition Committee will be made up of at least three people chosen by the Club's Competition Committee, one of them being the person responsible for organizing, if available.

Among its members, the Committee will select a president, who will have a casting vote in the event of disagreement of criteria.

Members of the Committee are authorized to make individual decisions, except when they entail the disqualification of a team or any member of a team under Rule 33-7.

The marshals and the rest of Guadalmina Golf S.A. staff will collaborate with the Committee in anything needed, in particular in controlling the pace of play. For the sake of the pace of play, any warning given or action taken by the marshals will have the same value as if they were issued by a member of the event's Competition Committee. These actions can only be modified in exceptional circumstances as deemed by the event committee.

The decision of the Competition Committee is final.

The Competition Committee can modify and interpret the rules how it deems appropriate for the smooth progression of the event.

1. b. 15.

COMPETITION RESULTS- COMPETITION CLOSED
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When the final results for the competition are posted on the Club bulletin board, the results will be official and the competition will be considered closed.



	<p>1. LOCAL RULES & GENERAL COMPETITION REGULATIONS 1.c. Important Notice – 5th Hole of the North Course</p>	<p>1. c.</p>
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While playing on the 5th hole of the North Course, it is strictly forbidden to hit the ball over the protective netting and the houses to the left of the dog-leg, for safety reasons.

Intentional failure to comply with this local Club rule will result in a serious etiquette infringement. Any player who disregards this rule will be expelled from the course immediately and will face any further disciplinary action dictated by the Board of Directors. If the infringement takes place during a competition, the player will be disqualified under Rule 33-7 of the Rules of Golf.



2. PLAY FORMATS

2.

The play formats that have been approved by the Spanish Golf Federation to calculate the results of each player or team are as follows:



2. PLAY FORMATS

2. a. Individual Events

2. a.

Each team is made up of one player only.

2. a. 1.

Stroke Play- Rule No. 3

- i. **Scratch.** The player must complete each hole. The final score consists of the sum of all strokes for the stipulated number of rounds.

The player who completes the stipulated round or rounds in the fewest strokes is the winner.

- ii. **Handicap.** The player must complete all holes and will receive the play handicap with which he registered for the competition in its totality. The handicap will be subtracted from the total number of strokes played on each stipulated round in order to obtain the final result for said round.

In the event the player is Handicap plus (+), their play handicap will be applied to the sum of the strokes played for each stipulated round, in order to obtain the final result for said round.

In a handicap competition, the player with the lowest net score for the stipulated round or rounds is the winner.

2. a. 2.

Match Play- Rule No. 2

- i. **Scratch.** Two players play against each other, competing to win individual holes. The player who wins the most number of holes wins the match.
- ii. **Handicap:** The player with the highest handicap receives the difference between the two handicaps.

2. a. 3.

Par – Rule No. 32

- i. **Scratch.** A point competition in which each hole is played against the par assigned to each of the holes that make up the stipulated round or rounds. Players' scores will be determined by the algebraic sum of the partial strokes played in each hole. The scoring is calculated in terms of the number of strokes played in each hole as follows:

BIRDIE OR MORE THAN ONE STROKE UNDER PAR	+1 POINT
PAR	0 POINTS
BOGGIE OR MORE THAN ONE STROKE OVER PAR	-1 POINT

- ii. **Handicap.** Each player receives his or her total adjusted handicap as in Stroke play format. Handicap points will be applied to players' scores for each hole according to the handicap assigned to each hole as listed on the score card, in order to determine the +/- points they obtain.

In the event that the player has a Positive Handicap, the handicap points will be distributed starting with the hole that with the lowest handicap or greatest difficulty, i.e. the hole with Handicap 18.

A Player's result will be the algebraic sum of the partial strokes achieved on each hole.

2. a. 4.	Stableford – Rule No. 32
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- i. **Scratch.** Identical as Par, but with a different scoring system, which is as follows:

TWO OR MORE OVER PAR	0 POINTS
ONE OVER PAR	1 POINT
PAR	2 POINTS
ONE UNDER PAR	3 POINTS
TWO UNDER PAR	4 POINTS
THREE OR MORE UNDER PAR	5 POINTS

- ii. **Handicap.** Each player receives his or her total play handicap as in Stroke play format. Handicap points will be applied to players' scores for each hole according to the handicap assigned to each hole as listed on the score card, in order to determine the points they obtain.

In the event that the player has a Positive Handicap, the handicap points will be distributed starting with the hole that with the lowest handicap or greatest difficulty, i.e. the hole with Handicap 18.

A Player's result will be the algebraic sum of the partial strokes achieved on each hole.

2. a. 5.	Eclectic/ Ringer Tournament
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- i. **Scratch.** A multi-round golf tournament that results in one 18-hole score per player, made up of the best score for each hole obtained among all the rounds played.

The pin and tee box positions must remain the same for every hole throughout the days the competition is played.

- ii. **Handicap.** Similar to Scratch, except each player competes using their adjusted Handicap, so that the result is obtained using net strokes.



2. PLAY FORMATS

2. b. Doubles/ Pairs competitions

2. b.

Each team is comprised of two players, forming a Pair.

2. b. 1.

Foursome – Rule No. 29

Each pair plays only one ball and partners alternate hitting tee shots.

- i. **Handicap Stroke Play.** When the event is stipulated to be played over one day, each Pair will receive half the sum of the adjusted handicaps for each of the two players. When the event is stipulated to be played over more than one day, the half sum of the handicaps will also be used to calculate the result for each day.
- ii. **Par.** The Pair will play with the same adjusted handicap as in Stroke Play.
- iii. **Stableford.** The Pair will play with the same adjusted handicap as in Stroke Play.
- iv. **Eclectic.** Each Pair will play with the adjusted handicap that results from dividing the adjusted handicap for Stroke Play by the number of rounds.
- v. **Handicap Match Play.** The team with the highest handicap sum will receive 50% of the difference (rounded up) between the two Pairs.

2. b. 2.

Four Ball – Rules No. 30 & 31

Each player forming a Pair will play their own ball; the best score of the two for each hole will be counted.

- i. **Handicap Stroke Play.** Each player in a Pair plays with $\frac{3}{4}$ of their adjusted handicap, receiving the number of points for each hole determined by the scorecard's index of points.

Important: Players with (+) handicap will not receive $\frac{3}{4}$ of their handicap; they will play with their full handicap.

- ii. **Par.** The Pair will play with the same adjusted handicap as in Stroke Play.
- iii. **Stableford.** The Pair will play with the same adjusted handicap as in Stroke Play.
- iv. **Eclectic.** Each player in a Pair will play with the adjusted handicap that results from dividing their adjusted Stroke Play handicap by the number of rounds.
- v. **Handicap Match Play.** The player with the lowest adjusted handicap will play Scratch and the rest with $\frac{3}{4}$ of the difference between their adjusted handicap and the latter player's handicap. Each player will receive the number of points for each hole determined by the scorecard's stroke index.

In Greensomes, both players on a team tee off, the best of the two tee balls is selected and that ball is then played alternate-shot until holed for each of the 18 holes.

- i. **Handicap Stroke Play.** The partner with the lowest handicap will receive 60% of their adjusted EGA handicap, and the partner with the highest handicap will receive 40% of theirs. These handicaps are added and the total is rounded up.

Important: Players with (+) handicap will play with 60% of their adjusted handicap.

- i. **Par.** The Pair will play with the same adjusted handicap as in Stroke Play.
- ii. **Stableford.** The Pair will play with the same adjusted handicap as in Stroke Play.
- iii. **Eclectic.** Each player in a Pair will play with the adjusted handicap that results from dividing their adjusted Stroke Play handicap by the number of rounds.
- ii. **Handicap Match Play.** The partner with the lowest handicap will receive 60% of their adjusted EGA handicap, and the partner with the highest handicap will receive 40% of theirs. These handicaps are added and the total is rounded up. The team with the highest handicap receives the difference between the handicap of the two teams.

SPECIFIC RULES FOR THE GREENSOME FORMAT

The Greensome play format is not regulated by the Rules of Golf; therefore, it is necessary to determine a series of rules, which will apply when this format is played.

1. The Rules of Golf apply

With the exception of rules that are specific to this format, the Rules of Golf will apply, in particular, those which refer to the Foursome format (Rule No. 29) as long as they are compatible with these specific rules.

2. Provisional Ball (Rule No. 27-2)

At the start of play for each hole:

- i. A provisional ball may only be played when BOTH balls are thought to be lost outside a water hazard or out of bounds.
- ii. ONLY ONE of the players may play a provisional ball and the provisional ball must be played after both players have executed their tee shots and before any of the players goes forward to search for the original balls.
- iii. The provisional ball must be played from the same spot the partner hit his/her original ball.
- iv. If BOTH original balls are found inside a water hazard or within bounds, the provisional ball must be abandoned and the original ball played.
- v. If ONLY ONE OF THE ORIGINAL BALLS is found within bounds or inside a water hazard, the game will be continued with said original ball and the provisional ball must be abandoned.

... continues

- vi. The "b" clause pertaining to the definition of lost ball applies to each original ball separately.
- vii. If a provisional ball is played in a manner different from what is established in this rule, this ball is not a provisional ball and will be considered the ball in play under penalty of stroke and distance (Rule 27-1)

3. Ball Selection:

With the exception of what refers to the playing of a provisional ball as established in the above mentioned rule, ball selection will be made before players take any action on original balls (e.g. ball unplayable (Rule 28), abnormal ground conditions (Rule 25), etc.).

If players take any action on one of the balls before they have selected one of the balls played from the starting position, said ball will be considered selected and the other ball must therefore be abandoned.

4. Order of Play (Rule No. 10-2b)

The order of play will be determined by the position of the ball selected by each side. Ball selection will be made without undue delay (Rule 6-7)

5. Wrong Ball (Rule No. 15-3)

Rule 15-3 will be applied in the event that a ball to be abandoned following these Rules is played.

2. b. 4.	Greensome-Chapman
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Each team is comprised of two players. In the Chapman System, both players on a side tee off, then they switch balls. Player A plays Player B's drive, and vice-versa. Each player hits his or her 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.

- i. **Handicap Stroke Play.** The partner with the lowest handicap gets 6/12 (i.e. half) of their adjusted EGA handicap and the partner with the highest handicap gets 4/12 (i.e. 1/3) of theirs. Both handicaps are added and the total is rounded up.

Important: Players with (+) handicap will play with 60% of their full handicap.

- i. **Par.** The Pair will play with the same adjusted handicap as in Stroke Play.
- ii. **Stableford.** The Pair will play with the same adjusted handicap as in Stroke Play.
- iii. **Eclectic.** Each player in a Pair will play with the adjusted handicap that results from dividing their adjusted Stroke Play handicap by the number of rounds.
- ii. **Match Play Handicap.** . The partner with the lowest handicap gets 6/12 (i.e. half) of their adjusted EGA handicap and the partner with the highest handicap gets 4/12 (i.e. 1/3) of theirs. Both handicaps are added and the total is rounded up. The team with the highest handicap receives the total difference between the handicaps of the two teams.

2. b. 5.	Canada Cup
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Each player in a Pair plays their own ball. The Pair's score for each hole is the sum of the partners' scores.

- i. **Stroke Play.** Each partner plays with his or her adjusted handicap.
- ii. **Par.** The Pair will play with the same adjusted handicap as in Stroke Play.
- iii. **Stableford.** The Pair will play with the same adjusted handicap as in Stroke Play.
- iv. **Eclectic.** Each player in a Pair will play with the adjusted handicap that results from dividing their adjusted Stroke Play handicap by the number of rounds.
- v. **Match Play Handicap.** The player with the lowest adjusted handicap will play Scratch and the rest will play with the difference between their handicap and that of the latter.

NOTE: Players in a Pair are considered a side.



2. PLAY FORMATS

2. c. Scramble

2. c.

A 2, 3 or 4 player team competitions. In a scramble, each player tees off on each hole. The best of the tee shots is selected and all players play their second shots from that spot. The better of the second shots is determined, then all play their third shots from that spot, and so on until the ball is holed. The number of strokes for each hole will be that of the first ball to enter the hole.

If the chosen ball lies on the fairway, all players must play the next shot by placing their ball no further than a scorecard's length and without getting closer to the hole, from the spot where the chosen ball lies.

If the chosen ball lies on the rough or in a hazard, it will be played where it lies, dropping the rest of the balls at the closest point from where the chosen ball lies. A ball can be re-dropped if it lands on the divot made by the previous player's shot.

R.C.G. GUADALMINA VARIATION

As is traditional in the R.C.G Guadalmina, the chosen ball can be placed if it lies in the rough or in a hazard.

When the chosen ball lies on the green, the rest of the balls will be placed in the closest spot next to where the original ball was.

The team can decide whether they want to play before or after the chosen ball is played, but the chosen ball cannot be moved if it lies on the rough or in a hazard.

Each player must play his or her own ball. The number of mandatory tee offs per player will be determined for each event in order for the final score to be considered valid.

R.C.G. GUADALMINA VARIATION

As is traditional in R.C.G. Guadalmina, it is mandatory that four tee offs are chosen for each of the players, the remainder 2 are free choice.

The player who appears first in the registration list will act as the team captain and he/ she will have the last word on which ball is chosen, the order of play and any similar matters.

Adjusted team handicap- The following percentage will be applied to the sum of the adjusted handicaps for each team.

TEAM OF 4 PLAYERS	10%
TEAM OF 3 PLAYERS	15%
TEAM OF 2 PLAYERS	30%



3. SOCIAL COMPETITIONS

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Rules and conditions for Social Competitions are in the web site, members area, "Competitions Rules"



4. OTHER COMPETITIONS

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4. OTHER COMPETITIONS

4

All other competitions not regulated under these Rules must be approved by the Competition Committee ahead of time.

As a general rule, all events must meet the following requirements:

80% of participants must be Club members. The competition sponsor may reserve spots for up to 30 players, 12 of which will play as Club courtesy guests. The rest of the reserved greenfees must be paid for by the sponsors or the players themselves and the fee will be the same as is paid by Club member guests.

The type of prize/ gifts will be left up to the sponsor to decide on, preferably sports -related gifts or accessories. The minimum number of prizes available must be at least one per each 12 players registered, e.g. 150 registered players= about 13 prizes.

Examples of a standard tournament:

INDIVIDUAL COMPETITION

- Three categories for Men and two for Ladies.
- Prizes for the top three qualified players in each category (i.e. 9 PRIZES)
- Prizes for Individual Ladies Scratch and Mens Scratch (i.e. 2 PRIZES)
- Closest approach for Ladies and Men (i.e. 2 PRIZES)

DOUBLES COMPETITION

- Prizes for the top 5 qualified couples (i.e. 10 PRIZES)
- Closest approach for Ladies and Men (i.e. 2 PRIZES)

If the sponsor deems it appropriate, they can hand out promotional gifts to each player at the start tee, e.g. Tee shirts, golf shoe bags, etc.

The award giving ceremony and cocktail will run at the expense of the sponsor.

