

To ensure that the tournament is seen to be played in the fairest manner and to address requests for people to play with friends, it has been decided that should you wish to swap groups and play with your friends, you do so knowing that you forfeit your right to the “big prizes”. You will still be eligible for the other competitions, longest drive etc... Most importantly you will still be contributing to a large fund raising project that will have a massive impact on thousands of lives here in Zanzibar.

Players with a “pending” or “inactive” handicap are not eligible to win prizes for 1st, 2nd and 3rd place, but can win “hole prizes”, i.e. Longest Drive, Closest to the Pin and Straightest Drive. It is the responsibility of the player to advise his / her Club contacts in order for the organizers to check his / her handicap prior to entry. Sea Cliff Golf Club will tally scores and their decision will be final.

### **RESPECTING THE COURSE**

- **Do not drive on the fairways, tees and approaches.** Stick to the cart paths, the rough and the sides of the hole you are playing.
- **Keep golf carts on path** around the tees and greens and at least 50 yards from all the greens.
- **Repair all divots** as you play.
- **Pace of play**, despite all the concessions on each tee box, please try to keep up with the group in front.

### **STABLEFORD SCORING**

Each player plays against the par of each hole and receives points according to how he / she scores in relation to par. The scoring system is as follows:

<b>Strokes</b>	<b>Score</b>
<b>2 or more over par</b>	0
<b>1 over par</b>	1
<b>Par</b>	2
<b>1 under par</b>	3
<b>2 under par</b>	4
<b>And so on...</b>	

The full handicap allowance will be used.

Every hole on the course is rated for its difficulty. Normally there are 18 holes; therefore ratings are 1 through to 18, with 18 being rated as being the easiest hole, and 1 being deemed as the most difficult. These ratings are known as the Stroke Index, or the S.I.

Also, once a player knows that he /she cannot score, then they should pick up, and walk along with play, thus making for a quicker round.

Your handicap determines how many shots you get per hole. A player with a handicap of 28, will received 2 extra shots on the holes with an S. I. 1 to 10, and 1 extra shot on the remaining 11 to 18.

You will score if you bogey a hole (one over the par) or better as follows:

1 point for Bogey; 2 points for Par; 3 points for Birdie; 4 points for Eagle; 5 points for Albatross (sometimes called a Double Eagle).

### **COURSE COMPETITION RULES OF PLAY**

Follow ALL Local Rules found printed on the back of your Scorecard.

Out of Bounds marked by White Stakes, Roads & Property Lines.

Water Hazards are marked by Yellow or Red Stakes.

Drop areas will be marked in white circles.

On the fairway the ball should be played as it lies, no preferred positioning.

Ground Under Repair (GUR) will be marked off with dotted / striped white lines.

Where there is ground under repair, drop zones will be clearly marked with white circles.

To assist with speed of play in the event a ball is lost on one of the rough hills / mounds, to ensure that play is not slowed down, a penalty drop will be taken on the line that the ball entered the mound. Do not return to the tee box to take another shot!

Once a player has taken enough strokes on a hole that they cannot score any stableford points for that hole, they are to pick up their ball and continue to the next hole to maintain pace of play.

### **NOTES ON HOLES FOR THE DAY**

Hole 1/10 - GUR in front of the tee boxes, again this will be clearly marked, as will the appropriate drop zones.

Hole 2/11 - Mounds in front of the green, see rule 7. Water hazard to the left. ref rules 3 & 4

Hole 3/12 - Water hazard in front of the green, out of bounds to the right. ref rules 3 & 4

Hole 4/13 - No specific hazards / rules

Hole 5/14 - Mounds behind the green, see rule 7. There will also be drop zones for lost balls.

Hole 6/15 - Marked GUR area to the right of the green, drop zones marked. Mounds to the left, see rule 7.

Hole 7/16 - Sand on the beach remains in play, but in the event of a lost ball drop zones will be marked for penalty strokes. Mounds to the left of the green, see rule 7 or use marked drop zone.

Hole 8/17 - No specific hazards / rules

Hole 9/18 - Drop zones clearly marked for shots missing to the right / left / beyond the green.

### **HOLE PRIZES**

Hole 1 – Longest Drive

Hole 2 – Straightest Drive – further than 130m

Hole 3 – Nearest the Pin

Hole 4 – Straightest Drive

Hole 5 – Longest Drive

Hole 6 – Closest to the Green

Hole 7 – Straightest Drive

Hole 8 – Longest Drive

Hole 9 - Nearest the Pin