



Rockhampton Junior Golf – Competition Induction

Welcome to your first round of competitive golf!

Golf can be a complicated game at times, so we've set out a series of local rules to help keep the game simple and fun for our youngest members.

Pace of Play

Golf takes time, so to ensure the game doesn't take over your entire Sunday morning, it's good to remember the following 'pace of play' tips:

- Always keeping up with the group in front of you.
- Limit the number of practice swings your child takes before hitting – practice swings are important but try keep it to just two swings before addressing the ball.

Scoring

- Unfortunately for our beginners, air swings (when the player swings at the ball but misses) are counted as shots. Minimising and eventually removing air swings altogether is a big step lowering your scores and advancing to higher levels.
- Parents need to keep a track of both their child's score and their playing partner (also called being the marker). This ensures both players or their parents check each other's scores for accuracy. High scores on each hole are normal when children first start the game and it can be hard to keep track – a good tip is to use notch marks (e.g. #) to keep track.
- At the end of each hole players/parents should double check the scores with each other, before writing the scores on the scoresheet. Remember, it's important not to delay the group behind you, so do this task when you arrive at the next tee so that the green is clear for the group behind you to continue playing.

Three Holes

For our littlest golfers, hitting out of the rough and bunkers can be hard work, so the following rules apply only to three-holers:

- A 'preferred lie' is allowed in the rough. This means that a player can move their ball to a better lie, such as off the dirt and onto some grass, or on top of grass instead of buried in the long grass.
 - Remember: the ball cannot be moved any closer to the hole, or from the rough and onto the fairway.
- Juniors are encouraged to have a go at playing from the bunkers, but to ensure the pace of play remains steady, and our newest members aren't disadvantaged by being unable to hit easily out of the sand the following rule applies for three-holers:
 - The player must have **one** attempt at hitting out of the bunker. If they are unsuccessful, they may take a free drop (ie, no penalty strokes are applied) on the grass to the side of the bunker and continue play from that spot.
 - Remember: the ball cannot be dropped any closer to the hole than the position of the ball when it was in the bunker; and always rake the bunkers after use.
- Tees: Three holers tee off from the witches' hats on the first and second holes, and from the red tee markers on their third hole.





- Putting is a huge part of the game of golf but young golfers tend to focus mostly on hitting the big shots. To encourage our 3-holers to practice their putting as well, we offer a prize each week for the three-holer who took the fewest putts. A separate box is on the 3-hole scorecard for recording putts. Only count those putts that take place from on the green – i.e., if the player is putting from off the green instead of chipping the ball, that does not count as a putt. Counting only starts once the ball has come to rest on the green.

Six Holes

- At six hole standard, juniors should have acquired some basic skills in exiting bunkers but they can remain very difficult to exit, so the following rule applies for six-holers so that they are not overly disadvantaged by being caught in the sand:
 - The player must have **two** attempts at hitting out of the bunker. If they are unsuccessful, they may take a free drop (ie, no penalty strokes are applied) on the grass to the side of the bunker and continue play from that spot.
 - Remember: the ball cannot be dropped any closer to the hole than the position of the ball when it was in the bunker; and always rake the bunkers after use.
- Both boys and girls play from the red tees on all holes, except hole 2 where they tee off from the witches' hats.

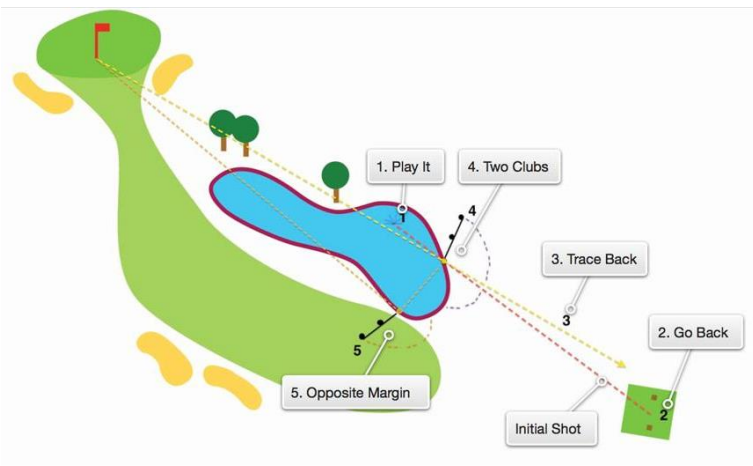
Nine Holes

- Boys tee off from the white tee markers on all holes except number 7, where they are allowed to tee from the red tees.
- Girls tee off from the red tees on all holes.

Water Hazards

The edge of the water hazards are marked by red wooden stakes. If a player hits their ball into the hazard they have three choices:

- Play it as it lies – i.e., if the ball is in the hazard and not under water, the player may hit the ball from where it was found. No penalty applies.
- Take a drop – i.e., if the ball is unplayable (e.g., under water or caught amongst rocks), the player make pick up the ball (or replace it with a new ball) and drop the ball outside of the edge of the hazard. The drop should take place within two club lengths from the edge of the hazard at the point at which it entered the hazard. The drop counts as one stroke towards the player's score.
- Replay the shot from the original position and incur a one-stroke penalty.



Note: The same rule applies to lost balls, or unplayable balls (e.g. stuck in the middle of a bush).

