

Rules & Guidelines

In general, the rules for "144" follow the German Golf Association (DGV – Deutscher Golf Verband) and the rules of the selected golf course, which our available for every participant. However, for the tournament there are a few special rules, they are highlighted in yellow.

Golf-Carts

Participants may only use golf carts if they have a valid doctors note. They can either bring the note to the tournament or it can be given to the golf club in advance. During the golf round only the player with a doctors note is permitted to drive the golf cart , i.e. team mates and flight partners are not allowed to drive or be driven without a doctors note!

The use of golf carts and other similar devices may be restricted or prohibited in the case of bad weather and space conditions for safety and maintenance reasons.

This decision lies entirely with the respective golf club. Matches in which players are unable to compete must be counted as a "no-show" and thus result as a 3 down.

This applies to the presentation of any kind of certificate (medical or non-medical), as well as a disability card.

The game modes at 144 will be match play with 3/4 guideline per team. There will be two best ball and four single games on a daily basis. Two players from one team will always play together in one flight against continuously changing opponents from other teams.

Below are a few important clarifications:

Match play

"Match play" is the original form of playing golf, where two players play directly against each other. Instead of individual players, two parties (each party consisting of two players) compete against each other. Until the introduction of "Stroke play" in the 18th century golf was only played as match play.

Game Form

The game is played per hole, and the player who finishes the hole with least amount of strokes wins the hole. If both players need the same number of strokes for the hole, the hole is divided. Match play is normally played over 18 holes but could finish before, in extreme case after 10 holes, if one team has won all of holes thus far.

Scorecard

During "144" you will receive a scorecard for your particular game (Single / Four ball) where you'll find your respective Handicap specifications. After finishing the game your scorecard must be filled out on the back and signed by both parties. The scorecard must be submitted immediately after finishing your matches in the 144-scoring area.

If the scorecard is not submitted within 40 Min. after finishing your game or not fully complete, the match is automatically seen as a tie (all square).









Winner

The winner is the player / team leading with more holes than his opponent could recover. For example: if a player/team is "4up" after finishing the 15th hole, he has already won the game with "4 up 3" because there are only three holes left, and the opponent has no chance to win. If a player / team with three holes to go are "3 up", the game is "dormie", meaning the player / team cannot lose anymore and only tie the game. A match play can end in a draw, which is named "all square". For "144" it is not only important who won the game, but also how it was won: 1up, 2up, 3up ... etc. this is considered as a kind of goal difference for your placement. No-shows from one player / pair will be given as a win of "3up" for the opponent.

Gimme Putt

Only in match play may a "gimme" be given, where the players agree that the next putt will count automatically without it actually being played. An entire hole or even an entire game may be "given". Such gifts may neither be rejected nor revoked. Nevertheless, a player may still play the already given hole till the end.

General penalty

In stroke play a violation of the rules is a two stroke penalty. However, in "match play" a violation results in a direct loss of the hole. The hole is therefore obtained by the opponent.

³⁄₄ Handicaps

The amount of the handicaps defines the game between the opponents. If they are the same, then everything is set to play, however if there is a difference in handicaps then ³/₄ of the difference in strokes will be calculated. For example: Player A has HCP 11 and Player B HCP 4. The difference is 7 Strokes, ³/₄ of that is 5 so Player A has 5 Strokes given, depending on the Stroke-Index.

Best ball

A game form, in which two players (from one team) play against two other players (from another team) to see who can achieve the lowest score. Both playing partners play their own ball in an individual stroke play. At the end of each hole only the best score played will be counted as the team's score.

If a player can no longer beat the result of his partner on a hole, the ball should be picked up, as to not delay the match.

Special Rules

Maximum Game Duration

The maximum game duration is 5 1/2 hours. If the golf round is not completed by 13h30 (morning session) or respectively 19h30 (afternoon session), the final results will be taken









from that moment. If a flight has not yet finished the hole they are on then they will be given the chance to complete it and it will be rated.

If a fairway needs to be clear, the referees have the right to tell the golfers to proceed to the next hole. This hole will then be shared between the competitors. Any further instructions the referees give are to be abided by.

Weather

In the case of a possible thunderstorm please pay attention to the following signals:

1 shot signal: The tournament is suspended (take protective measures)

1 shot signal: The tournament will resume

2 shot signal: The tournament has been cancelled

If the tournament has to be suspended completely due to a thunderstorm, the match is scored as tied. Important: If 9 holes have not yet been played and the match has to be interrupted, the position of the ball must be marked. If the match can be continued due to improved weather conditions, the match will be limited to 9 holes. If the 9 holes cannot be completed in the given time, the match will also be scored as tied. If one session is suspended and the matches are split, the entire match day (all matches) will be scored as split.

Instruction

As " 144 - A Question of Honour" is a team tournament, teaching is allowed in this game mode, within a team, both in singles and in best ball.





