

ASHBY BERGH TROPHY & MCGUIRE HENDON CUP

Conditions of Play

The matches for the Ashby Bergh Trophy & McGuire Hendon Cup are to be played on a neutral course.

1. ASHBY BERG TROPHY

- (a) The winner of the Canterbury Central Patterson Cup competition shall play off against the winner of the Canterbury North Templeton Cup for the Ashby Bergh Trophy.
- (b) The six team members of both teams playing in the Ashby Bergh Trophy must meet the team requirements required by the Patterson Cup and the Templeton Cup Conditions.
- (c) If a player does not arrive within 5 minutes after their tee time on the day of the final, that player shall lose his match, i.e. if he is playing at No 6 on the sheet, the opposing No 6 shall be deemed to have won his match.
- (d) All handicap indexes and course handicaps plus the names of players are to be written in the provided columns of the match entry sheet for the perusal of the opposing team.
- (e) Once the minimum handicap index has been complied with, shots shall be given as in handicap match play.

2. MCGUIRE HENDON CUP

- (a) The runner-up of the Canterbury Central Patterson Cup competition shall play off against the runner-up of the Canterbury North Templeton Cup for the McGuire Hendon Cup.
- (b) The six team members of both teams playing in the McGuire Hendon Cup must meet the team requirements required by the Patterson Cup and the Templeton Cup Conditions.
- (c) If a player does not arrive within 5 minutes after their tee time on the day of the final, that player shall lose his match, ie if he is playing at no 6 on the sheet, the opposing no 6 shall be deemed to have won his match.
- (d) All handicap indexes and course handicaps plus the names of players are to be written in the provided columns of the match entry sheet for the perusal of the opposing team.
- (e) Once the minimum handicap index has been complied with, shots shall be given as in handicap match play.

3. TIED RESULT.

If the result of either the Ashby Bergh Trophy or the McGuire Hendon Cup is tied then the following shall apply;

- (a) The Tournament Official shall draw a number from 1 to 6 representing the playing order. The corresponding players from both teams will play a sudden death handicap match play playoff.
- (b) The play shall be from nominated holes as determined by the Tournament Official on duty on the day.
- (c) The first player to win a hole outright shall have his team declared the winner.

4. HEALTH & SAFETY - DAILY REQUIREMENTS

- a) The Canterbury Golf Official on duty (eg. Tournament Director or Convenor) is the designated Emergency Officer and Health & Safety Officer for that day.
- b) Where there is no designated person from Canterbury Golf on duty, the Host Club is responsible for nominating a person to take on this role. This may be the Host Club's Team Manager, a Club Committee Member, or other member nominated by the club.
- c) That person will complete the Event Health & Safety Sheet prior to the commencement of play.
- d) All Health & Safety matters or concerns should be addressed immediately and directly to the Canterbury Golf Official on duty. That person is responsible for taking any action required.
- e) All Players, Managers and Officials should be familiar with the NZ Golf "Suspension of Play" procedure documented in the NZ Golf Club Manual Section 5-9. This is summarised below:

How suspensions of play and the resumption are indicated –

1. Normal Suspension of play – three consecutive short notes of a hand siren.
2. Immediate Suspension of play for a dangerous situation – one prolonged note of a hand siren.
3. Resumption of play – two short notes of a hand siren.

Rule 5-7b illustrates what players are permitted to do in each situation after the siren has sounded –

1. Normal Suspension of play
 - a. If the players in a match or group are between the play of two holes (ie. Walking to the next tee) they must not resume play until the resumption siren sounds.
 - b. If the players in a match or group have started the play of a hole, they may either discontinue play immediately or continue play of the hole, provided they do so without delay. Play must be discontinued after the hole has been completed.
2. Immediate Suspension of play for Dangerous Situation
Play must be discontinued immediately following a long blast on the siren. If a player fails to discontinue play immediately, he is disqualified.

Lifting ball when play discontinued – Rule 5-7d

When a player discontinues a hole (either normal suspension or dangerous situation) he may mark the position of his ball and lift it without penalty.

Procedure when play resumed – Rule 5-7c & d

Play must be resumed from where it is discontinued, even if it is a different day. If the marker has moved it must be estimated and the ball placed on the estimated spot.