



Ambrose Format

- Ambrose can be played as a two, three, or four ball event, although the four-person event is the most popular.
- Each team selects a captain, usually the lowest handicapper.
- A team of four players (four person Ambrose) score together.
- Each player hits off the Tee, the best ball position is selected. All other players pick up their ball and place it within one club length of the chosen ball and no closer to the hole. The player whose ball is selected must play first, followed by the remaining players.
- The best ball position is again selected for all players to take their second shot.
- This continues until the ball is holed.
- If the selected ball is in the rough or hazard, the other balls must be dropped in the rough or hazard.
- On the putting green the best ball is marked, and the other players' balls are then played from within 15cm (handspan) and no closer to the hole. Each player must putt out except when it is not possible for players to better the score.
- A minimum of 3 tee shots per player must be taken during the round. The captain must keep record of this.
- **If you're playing in a team of 3 players (in a 4 person Ambrose event) then the 4th putt can be taken by any team member.**
- **If you are a team of 4, the combined handicap of all players is added and then divided by 8 to arrive at the team handicap. This is then subtracted from the Gross score of the team to arrive at the team's Nett score.**

An Ambrose event promotes teamwork as every player has a chance of contributing towards the team score