

GOLF

The following events can be offered at County, Area and State Level competitions:

Lead-Up Events Individual Skills Competition

Regular Events Level 2 Alternate Shot Team Play (9 holes)
Level 3 Unified Sports® Team Play (18 holes)
Level 4 Individual Stroke Play Competition (9 holes)
Level 5 Individual Stroke Play Competition (18 Holes)

The Royal and Ancient Golf Club of St. Andrews (R&A) Rules for Golf, as interpreted by The United States Golf Association (USGA), with modifications established by SOI (2004-2007 Official Special Olympics Summer Rules Book) will be followed for all training and competition.

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United Kingdom KY169JD

United States Golf Association (USGA)
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Far Hills, NJ 07931
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GENERAL RULES AND MODIFICATIONS

1. The decision to offer the use of power carts will be left to the discretion of the specific Tournament Committee. At any international event, athletes will be expected to walk. A case may be considered for using a power cart during World Games competition upon presentation of a medical certificate to the World Games Committee.
2. Eligibility – In order for an athlete to compete in Levels II-V, he/she must have completed an Individual Skills Test with a total score of at least 60 points.
3. The marking of scorecards will be done by a marker appointed by the Tournament Committee. In most cases it is preferable that a marker be a volunteer or caddie, or athletes and/or partners must verify their score with the marker after each hole.
4. The Tournament Committee shall define the teeing grounds.
5. In Levels 2-5, each individual or team must submit their most recent six (6) scorecards from training or competition. All scores must be verified by signature of a Golf Professional, Club Secretary or Golf Association Director. Scores must be submitted on the scorecard provided by the golf course played. Scores obtained on a Par-3 course will not be accepted. The 6 games must be in the same format (level) that the athlete(s) will compete in at the state tournament.
6. First place ties will be broken by the player or team having the fewest number of 10x scores on their scorecard. If the players/team both have an equal number of 10x scores, a sudden death playoff will be held at the hole determined by the Tournament Committee.

Level 2 - Alternate Shot Team Play (9 holes)

1. This level is designed to give the Special Olympics golfer an opportunity for transition from skill to individual play and progress under the guidance of a partner whose ability and knowledge of golf is more advanced than that of the Special Olympics athlete. As a result, this level does not function in the traditional Unified Sports® model where teammates are expected to be of similar ability.
2. The partner serves as a coach and mentor, so that the Special Olympics golfer becomes self sufficient on the golf course.
3. A team shall consist of one golfer with intellectual disabilities and a golfer without intellectual disabilities.
4. Foursome Rule 29 under the Rules of Golf (Alternate Shot) will be the format for this competition.
 - ◆ Only one ball is in play on a hole.

- ◆ Players play alternately from the teeing ground and then alternate strokes until the ball is holed. (If player "A" plays from the tee on odd number holes, then player "B" will play from the tees on the even holes).
 - ◆ Once a ball is in play on each hole, the players shall alternate turns hitting the ball until the ball is holed or until 10 strokes have been played.
 - ◆ A swing and a miss count as a stroke.
 - ◆ If a 10th stroke is played without holing the shot, the team should continue to the next hole, listing a 10x on their scorecard.
5. The teeing ground will be determined by the Games Committee using the following guidelines:
- ◆ Avoid any shots that require the golfer to carry a distance greater than 50 yards over hazards or other obstacles, anywhere on the golf course.
 - ◆ Create holes that do not exceed the following measurements

Par 3	150 yards
Par 4	350 yards
Par 5	475 yards
6. The stipulated round shall be nine holes.
7. A time limit of 2 hours 30 minutes may be established by the Tournament Committee.

Level 3 - Unified Sports® Team Play (18 holes)

1. A team shall consist of one golfer with intellectual disabilities and a peer golfer without intellectual disabilities (partner) of similar sports ability.
2. This level of play is designed as an alternative type of competition for the player capable of playing at Level 4.
3. The players must be capable of playing independently.
4. Each player's handicap shall not exceed 35.
5. The difference between team member handicaps should not exceed 10.
6. In cases where a team registers and the difference in handicaps is greater than 10, the team shall be divisioned according to a standard differential of 10 applied to the lower of the two handicaps. Example: Player "A" has a handicap of 10 and Player "B" has a handicap of 35. For the purpose of the divisioning the Tournament Committee should apply the 10 stroke differential and consider Player "B" to have a handicap of 20.
7. These handicaps are used for the divisioning process only and are not applied to the scoring process in tournament play.
8. Foursome Rule 29 under the Rules of Golf (Alternate Shot) will be the format for this competition.
 - ◆ Only one ball is in play on a hole.
 - ◆ Players play alternately from the teeing ground and then alternate strokes until the ball is holed. (If player "A" plays from the tee on odd number holes, then player "B" will play from the tees on the even holes).
 - ◆ Once a ball is in play on each hole, the players shall alternate turns hitting the ball until the ball is holed or until 10 strokes have been played.
 - ◆ A swing and a miss count as a stroke.
 - ◆ If a 10th stroke is played without holing the shot, the team should continue to the next hole, listing a 10x on their scorecard.
9. The teeing ground will be determined by the Games Committee using the following guidelines:
 - ◆ Avoid any shots that require the golfer to carry a distance greater than 150 yards over hazards or other obstacles, anywhere on the golf course.
 - ◆ Create holes that do not exceed the following measurements

Par 3	175 yards
Par 4	400 yards
Par 5	525 yards
10. The stipulated round shall be 18 holes.
11. A time limit of 5 hours can be established by the Tournament Committee.
12. Athletes will be divisioned by their verified handicap or on the most recent six 18 hole rounds.

Level 4 - Individual Stroke Play Competition - 9 holes

1. Athletes will be divisioned by their verified handicap or the most recent six 9 hole rounds.
2. The form of play will be Individual Stroke play competition.
3. After a player reaches a score of ten for a hole, he/she should continue to the next hole, listing a 10x on their scorecard.
4. The teeing ground will be determined by the Games Committee using the following guidelines:
 - ◆ Avoid any shots that require the golfer to carry a distance greater than 50 yards over hazards or other obstacles, anywhere on the golf course.
 - ◆ Create holes that do not exceed the following measurements
 - Par 3 150 yards
 - Par 4 350 yards
 - Par 5 475 yards
5. The stipulated round shall be nine holes.
6. A time limit of 2 hours 30 minutes may be established by the Tournament Committee.

Level 5 - Individual Stroke Play Competition - 18 holes

1. Athletes will be divisioned by their verified handicap or their recent six 18 hole rounds.
2. The form of play will be Individual stroke play competition.
3. After a player reaches a score of ten for a hole, he/she should continue to the next hole, listing a 10x on their scorecard.
4. The teeing ground will be determined by the Games Committee using the following guidelines:
 - ◆ Avoid any shots that require the golfer to carry a distance greater than 150 yards over hazards or other obstacles, anywhere on the golf course.
 - ◆ Create holes that do not exceed the following measurements
 - Par 3 175 yards
 - Par 4 400 yards
 - Par 5 525 yards
5. The stipulated round shall be eighteen holes.
6. A time limit of 5 hours may be established by the Tournament Committee.

STATE GAMES DIVISIONING

Level 1

All participants in the Individual Skills Competition will take part in a divisioning round at the State Tournament prior to competing in final competition.

Levels 2 - 5

Divisioning at the State Golf Tournament will be done using data from the 6 scorecards turned in for each golfer and from results of a Divisioning round done at the tournament over 9 or 18 holes (depending on the level of competition) in the format for each Level. The six scorecards are required because they show the par and length of the courses played, all of which will be used to pre-division the athletes. Scores obtained on a Par-3 course will not be acceptable because these scores do not accurately reflect the ability of a golfer on a full size golf course such as that used for the State Golf Tournament.

UNIFORMS/APPROPRIATE CLOTHING

There are no specific uniform rules for golf. However, golfers must comply with the proper clothing rules established for the golf club where they are playing. At minimum, this would require a collared shirt for all levels of competition. Jean shorts of any type are not allowed.

REQUIRED FORMS FOR STATE GAMES ENTRY

- ◆ Athlete Sports Entry Form (for individual athletes)
- ◆ Relay & 2-4 Person Team Registration Form (for all teams)
- ◆ Six Golf Course Scorecards for the format in which the athlete(s) will compete

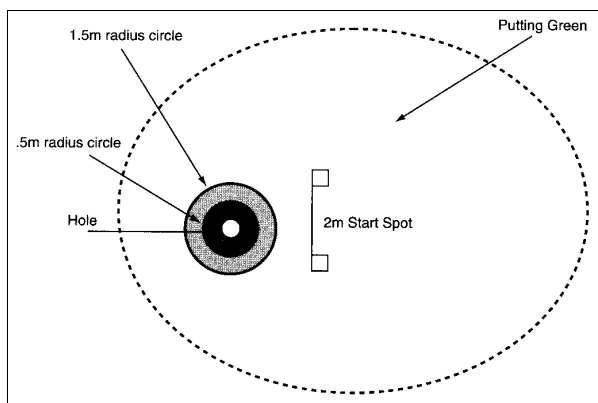


GOLF INDIVIDUAL SKILLS SCORECARD FOR A HEAT

ATHLETE NAME/COUNTY		Score 1	Score 2	Score 3	Score 4	Score 5	Total	PLACE
	Wood Shot							
	Iron Shot							
	Pitch Shot							
	Chipping							
	Short Putt							
	Long Putt							
	Wood Shot							
	Iron Shot							
	Pitch Shot							
	Chipping							
	Short Putt							
	Long Putt							
	Wood Shot							
	Iron Shot							
	Pitch Shot							
	Chipping							
	Short Putt							
	Long Putt							
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	Iron Shot							
	Pitch Shot							
	Chipping							
	Short Putt							
	Long Putt							
	Wood Shot							
	Iron Shot							
	Pitch Shot							
	Chipping							
	Short Putt							
	Long Putt							

SPECIAL OLYMPICS FLORIDA GOLF -- INDIVIDUAL SKILLS COMPETITION EVENT LAYOUTS & EVENT DESCRIPTION

EVENT 1 - SHORT PUTT



DESCRIPTION

A target hole is selected and two circles are placed around the hole. The first circle shall have a radius of .5m and the second shall have a radius of 1.5m from the hole.

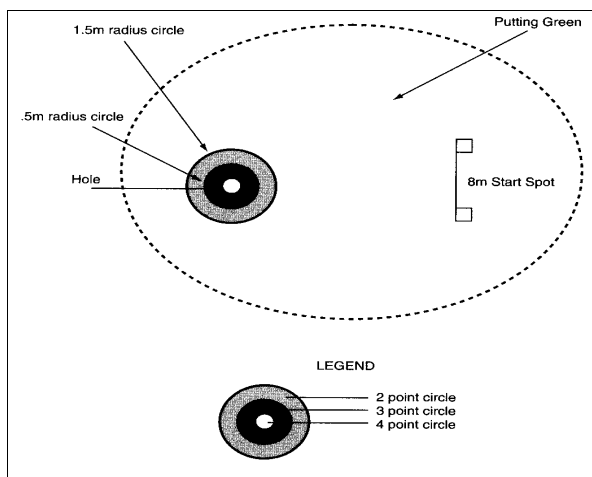
The athlete will have five attempts from a clearly marked spot, 2m from the hole. The short putt should be set up on a green with as flat a surface as possible.

SCORING

The athlete will have five attempts to putt the ball at the hole from a line 2m from the hole, scoring points according to where the ball comes to rest. The athlete will score one point for making a stroke at, and striking the ball. (A swing and a miss counts as one attempt, and the athlete receives a score of zero.)

A second point is scored if the ball stops on or within the 1.5m circle. A third point is scored if the ball stops on or within the .5m circle. If the ball goes in the hole, a total of four points will be awarded for that attempt. The short putt score shall be the sum total from the five attempts.

EVENT 2 - LONG PUTT



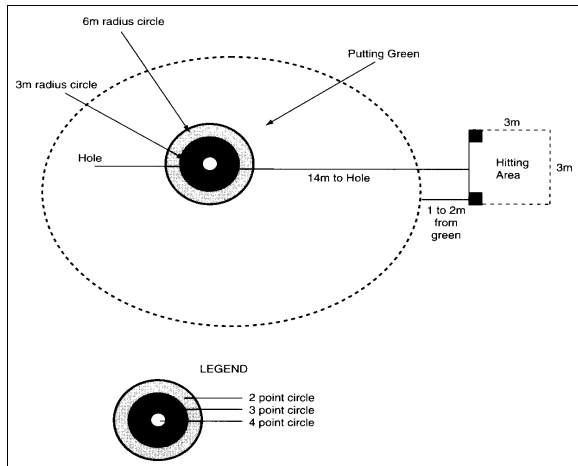
DESCRIPTION

A target hole is selected and two circles are placed around the hole. The first circle shall have a radius of .5m and the second shall have a radius of 1.5m from the hole. The athlete will have five attempts from a marked spot, 8m from the hole. The long putt should be set up on a green with as flat a surface as possible. Note: Putting up hill is recommended.

SCORING

The athlete will have five attempts to putt the ball at the hole from a spot 8m from the hole, scoring points according to where the ball comes to rest. The athlete will score one point for making a stroke at, and striking the ball. (A swing and a miss counts as one attempt, and the athlete receives a score of zero.) A second point is scored if the ball stops on or within the 1.5m circle. A third point is scored if the ball stops on or within the .5m circle. If the ball goes in the hole, a total of four points will be awarded for that attempt. The Long Putt Shall be the sum total from the five attempts.

EVENT 3 - CHIP SHOT



DESCRIPTION

A chipping area is set up which includes a 3m by 3m square hitting area 14m from the hole. The chipping area should be between 3m and 4m from the edge of the green. A 3m radius circle and a 6m radius circle will be placed around the hole. A safely marked hitting area 3m by 3m square, chalk and marker is needed. The athlete is instructed to chip the ball at a designated hole getting it as close to the hole as possible.

SCORING

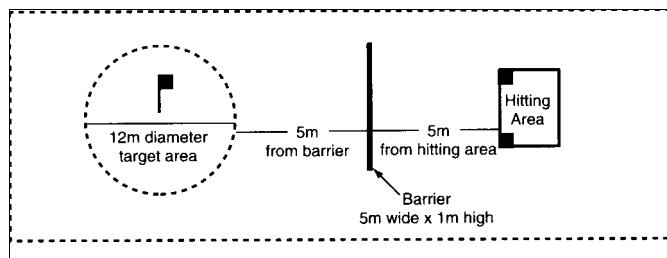
The athlete will attempt five shots at the target, scoring points according to where the ball comes to rest. Athletes will score one point for making a stroke at and striking the ball. A swing and a miss counts as one shot and the athlete receives a zero score for that shot. A second point is scored if the ball comes to rest inside the 6m circle around the hole. A third point is scored if the ball comes to rest inside the 3m circle around the hole. A fourth point is scored if the chip shot comes to rest in the hole. The total score from the five attempts will be the athletes final score for the chip shot.

EVENT 4 - PITCH SHOT

DESCRIPTION

A target area shall be defined as a circle with a 12m diameter. The distance from the hitting area to the 1m high barrier shall be 5m. The distance from the 1 m high barrier to the target area shall be 5m. The golfer shall make five attempts. The athlete is instructed to pitch the ball over the barrier at the designated target area.

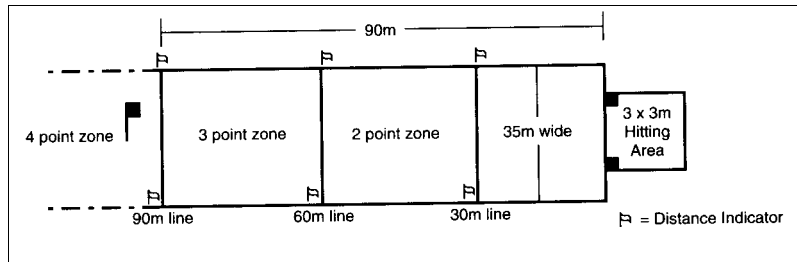
Note: Skill station should be located in restricted area such as range in order to provide the safest environment. If an unrestricted area is used then the area should be roped off and clearly identified for volunteers, spectators, and athletes.



SCORING

The athlete will attempt five shots at the target, scoring points according to where the ball lands. Athletes will score one point for making a stroke at and striking the ball. A swing and a miss counts as one shot and the athlete receives a zero score for that shot. A second point is scored if the ball goes over the barrier and between the upright poles. A third point is scored if the ball lands inside the 12m circle and rolls out, or, if the ball lands outside the 12m circle and comes to rest inside the circle. A fourth point is scored if the ball lands inside the 12m circle and comes to rest inside the circle. The pitch shot score shall be the sum total from the five attempts.

EVENT 5 - IRON SHOT



DESCRIPTION

The athlete may choose to hit the ball off a tee, a mat, or the ground. The athlete is instructed to hit the ball from the teeing area toward a designated flag in the hitting area trying to keep the ball within the boundary markers and achieving a distance of more than 90m.

SCORING

The athlete will attempt five shots at the target, scoring points according to where the ball comes to rest. Athletes will score one point for making a stroke at and striking the ball. (A swing and a miss counts a one attempt and the athlete receives a score of zero for that shot.) Two points are scored for a ball that comes to rest between the 30m and 60m lines within the 35m wide boundary lines. Three points are scored for a ball that comes to rest between the 60m and 90m lines within the 35m wide boundary lines. Four points are scored for a ball that comes to rest beyond the 90m line with the 35 meters wide boundary lines.

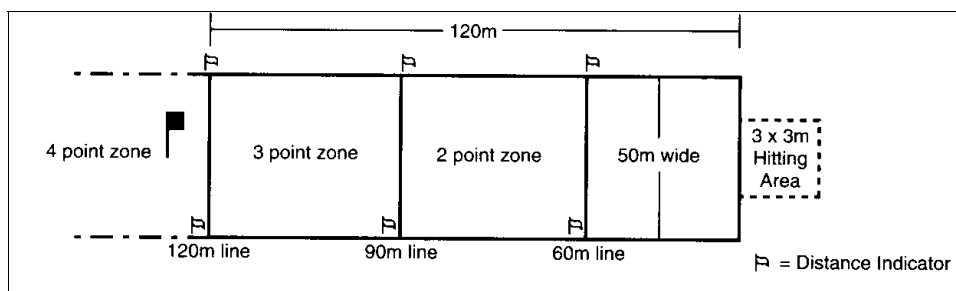
The athlete's score for the iron shot shall be the sum total of the five attempts.

EVENT 6 - WOOD SHOT

DESCRIPTION

The athlete may choose to hit the ball off a tee, a mat or the ground.

The athlete is instructed to hit the ball from the teeing area toward a designated flag in the hitting area trying to keep the ball within the boundary markers and achieving a distance of more than 90m.



SCORING

The athlete will attempt five shots at the target, scoring points according to where the ball comes to rest. Athletes will score one point for making a stroke at and striking the ball (a swing and a miss counts a one attempt, and the athlete receives a score of zero for that shot). Two points are scored for a ball that comes to rest between the 60m and 90m lines with the 50m wide boundary lines. Three points are scored for a ball that comes to rest between the 90m and 120m lines with the 50m wide boundary lines. Four points are scored for a ball that comes to rest beyond the 120m line with the 50 meters wide boundary lines. The athlete's score for the wood shot shall be the sum total of the five attempts.