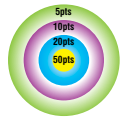


1st shot



chip in



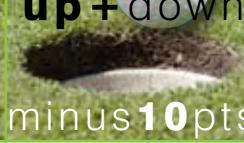
10pts

1 putt



20pts

failed to get up + down



minus 10pts



in bunker
penalty points -15



in water
penalty points -15



runaway ball
penalty points -15

points
total

target

1

target

2

target

3

target

4

target

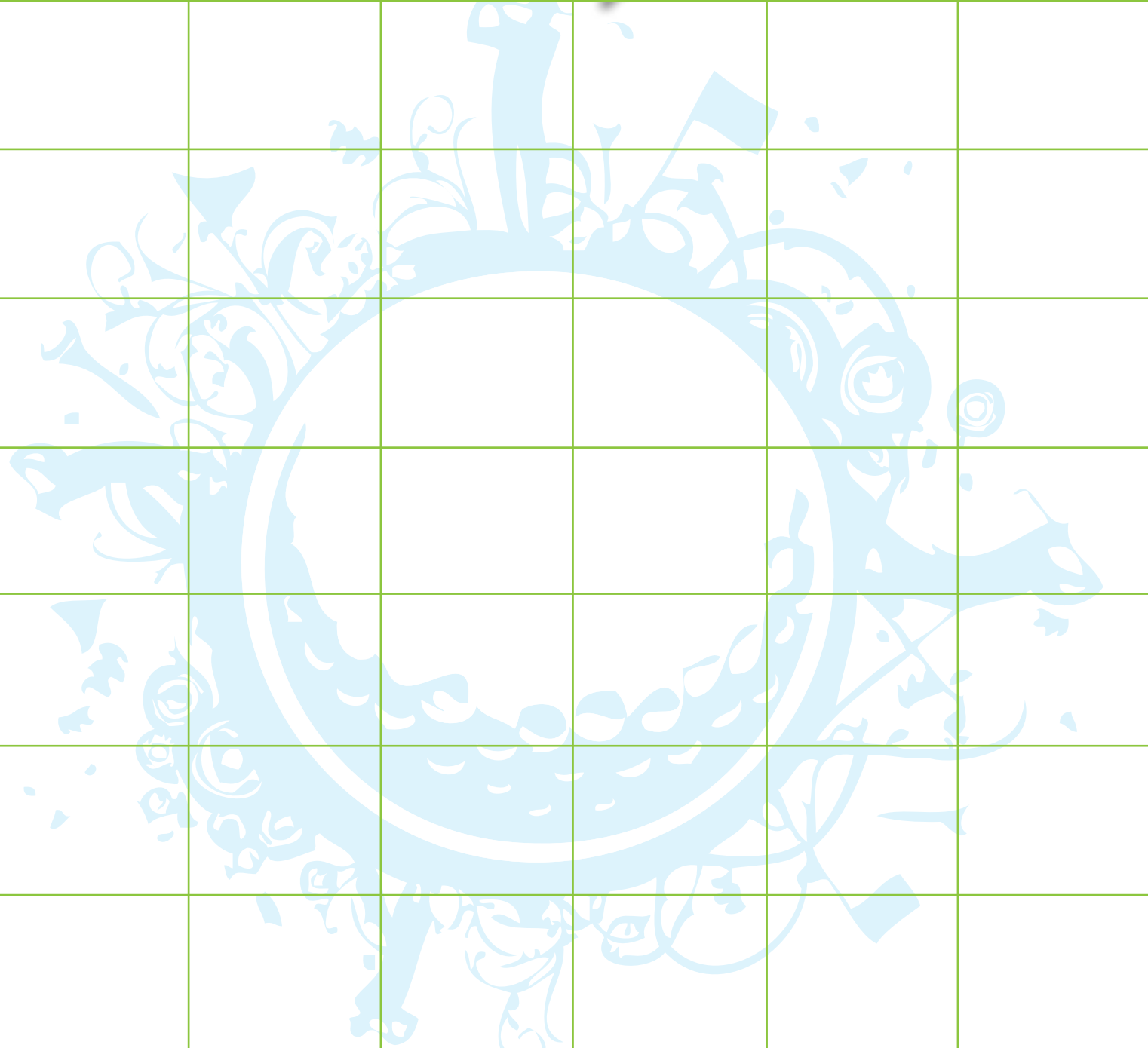
5

target

6

target

7



your challenge

should you choose to accept it...

The TPC is a revolutionary idea in bringing “game-play” to the golf course. By selecting your level (beginner- intermediate – advanced – pro) you tailor the difficulty of the course to match your ability. Each green has a target circle painted on it, splitting the green into 4 target zones with a score set for each as follows:



- On the Green** - 5pts
- In the 10ft Circle** - 10pts
- In the 5ft Circle** - 20pts
- In the Hole** - 50pts

Reaching The Green

You simply register how many shots you take to reach the green, where on the green your shot comes to rest and turn to the points pad scorecard. Reaching the green in 1 multiplies your score by 3, reaching in two multiplies by 2 and reaching in 3 gains you the score that the zones above show. HOWEVER the higher the level you play, the less chances you have to score.

So for a beginner, reaching the green in 2 brings a “times 2” bonus: 10 points for reaching the 10 foot circle becomes $(2 \times 10) = 20$ points for your scorecard. Similarly an intermediate player hitting the outer ring of the green in 1 would gain a “times 3” bonus, taking their score to $(3 \times 5) = 15$. But a pro hitting anywhere on the green in 2 gets no score – if you’re playing at this level you should be on in 1!

On the Green

Once you are on the green, you have the chance to score again based on the number of putts you take. An advanced player should take no more than 2 putts so will receive 20 points for 1 putt, 10 for 2 putts but zero for any more. Beginners (as the card shows) can take 3 putts and still score.

Bonus Points

Keep your eyes open : some holes may offer the chance of scoring bonus points!

Penalty Points

Watch out for the hazards: not only is gaining points harder on a higher level, losing points is easier! Lost balls, in the water or in a bunker are all penalised according to your skill level.

name:

date:



localrules

1 - Out of Bounds (rule 27)

A ball is out of bounds if it comes to rest beyond any perimeter fence, or if it is on or over the car park or hard surrounds or paved areas of the clubhouse.

2 - Stones in Bunkers (rule 24)

All stones in bunkers are removable obstructions and can be removed.

3 - Water Hazards

All water hazards will have a Drop Zone or should be treated as lateral water hazards. Drops should be taking from a safe area from the hazard.

Please stick to the designated route plan, Always wait for the group in front to be clear of the green before teeing off.

Please remember to look after the course and treat it with respect.

Compulsory Rule HAVE FUN!!

TPC

targetpracticechallenge

prolevel

