



## **RULES OF PLAY FOR GET UP GO PAST**

- 1a The game is played with a golf putter, golf balls and a lawn bowls jack
- 1b The game is played on a lawn bowls green
- 1c All participants must use a coloured or marked golf ball that can be identified
- 1d There can be any number of participants (preferably limited to 4), the game can be played individually or in pairs. In the case of playing in pairs the participants use an alternate shot format.
- 2a The jack is set at pre - determined positions for each hole that is played, Position 1 is at 20m, Position 2 at 10m, Position 3 at 25m, Position 4 at 5m and Position 5 at 15m. There are ten holes played in a standard game, the first five holes all are in the same direction on the bowls rink and the last five are played from the other end of the rink in the opposite direction.
- 2b The jack is placed at each of the pre determined positions in the centre of the rink at the required distances and becomes the target.
- 3a The aim of the game is to hit the ball onto the jack in the fewest strokes possible
- 3b The players ball must go past the jack before it can then in subsequent strokes be struck back towards the teeing ground and onto the jack
- 3c On the first putt only a players ball may hit the jack and the hole is then complete
- 3d Once a players ball has gone past the jack they can then hit the jack from any angle, counting the number of strokes it takes to do so
- 4a The playing area is between the marked lines or boundaries of the lane, all areas outside of these lines including the gutter are deemed to be Out of Bounds. If a ball comes to rest outside the playing area and has gone out of bounds the player places the ball as near as possible to where it last crossed the boundary under one stroke penalty. If a ball goes Out of Bounds via the gutter it can be placed within one club length of the gutter and played under one stroke penalty.
- 4b The par score for a standard ten hole event is 20 strokes, a par of two strokes per hole