



RULES of GAME PLAY

The tournament will start in a “shotgun” format. Each team will be assigned a hole to start at registration starting at 10:30am. A putting contest will commence at 11:00am for the first 25 people on site to sign up (\$20.00). Someone will win \$500.00!!!

Announcements and recognition of sponsors will take place at 11:45. Each team will have a player with a ball teed up and ready to go at the start of the tournament promptly at 12:00pm.

Each team will consist of four players. Each team will choose a team captain to act as scorekeeper. Single players are welcome and will be assigned to teams as applicable.

Men Tee Off from the Blue Tees and Women Tee Off from the Green Tees.

Game will be played in **scramble format**. Each player hits a drive off the tee. The group then selects the best drive and all other players in the group get their ball and take it to the location of the best drive. Hit each player’s ball from a spot within 1/2 club length of the ‘best ball’, but no closer to the hole. Each group member then hits a shot from the location of the selected drive. The best second shot is selected, and the other group members get their ball and take it to the location of the selected shot. All group members then hit a third shot from the location of the selected second shot. This continues until the ball is putted out. Remember to mark your putts. Mark the player whose drive was used on the scorecard.

If everyone in the group misses a putt you must select the best one in order to continue.

Aside from the scramble rules, we will observe the normal rules of golf with the following exceptions:

“Whiffs” will not count. Preferred lies at all time (including the rough). Each player may purchase “mulligan's” at \$5.00 each with no limit. Mulligan's can be used on drives only, and shall be collected and recorded by the team captain on the scorecard. Players may purchase “string” at \$1.00 per foot with no limit. String can be used in place of a stroke. Measure the distance of the ball to the hole, cut the string at that measurement and your ball is the hole. Any unused string may then be used for subsequent holes until all team players string has been used.

“Grenades” may be purchased at \$5 each with no limit. A grenade may be used to advance or change a team’s lie. One member of the team may throw the grenade in any direction and the location of the thrown grenade is the new lie for the team. Multiple grenades may be used on one hole. Grenades may not be used on the green. After using a grenade please crush the grenade and give it to your team captain.

Purple tees - These tees may be purchased at \$5 each with no limit. Men may use one of these tees to advance from the blue tee box to the green tee box, ladies may go from the green tee box to the junior tee box. Purple tee may only be used once and may not be used when attempting to win a hole-in-one prize, but may be used after a failed hole-in-one attempt.

Time matters If you lose a ball, spend no more than 1 minute looking for it.

Scorecards Each team will record one score for the entire team. Make sure to begin the recording at your assigned starting hole. Each card will then include the team list.