Notice to Competitors

**Format:** Modified Ryder Cup   **Tee Time:** 7:00 am first time   **Flights:** 3 Flights by HCP

**Description:** Pick your Partner. Three formats over three six-hole matches. Teams are flighted by the average of Team handicaps. Team score will be the **total net score** of the three different formats. The following are the details of each format. Please read and follow carefully.

**Format Details:**

- **Holes 1-6 – Best Ball Format**, handicapped at 90% for each player. Each member of the two-man team plays his own ball and the better net score of the two players is recorded on each hole. **RECORD ONLY ONE NET SCORE.**

- **Holes 7 – 12 – Scramble Format**, handicapped at 20% of total team HCP. Each member of the two-man team hits a tee shot. The team determines the "best" shot. Then each player hits again from the best-shot position. And then again, the team determines the "best" shot. This continues until the team holes out including putting. **Example of Scoring:** If your team has a gross score of “5” and you have a HCP shot (Black Dot) on that hole record a "4" on the scorecard. **RECORD ONLY ONE NET SCORE.**

1. During the scramble format, each ball may be placed within a club length of the scramble ball position. No nearer the hole. You can’t improve your lie. Balls in the rough MUST remain in the rough, first cut in first cut, hazard in hazard, etc.

2. In this format a particular Rule #14-2-b applies: "In making a stroke, a player must not allow his caddie, his partner, or his partner’s caddie to position himself on or close to an extension of the line of play or the LINE OF THE PUTT behind the ball."

- **Holes 13 – 18 – Scotch Format**, handicapped at 50% of total team HCP. Also known as alternate shot, each two-man team plays only one ball, and the two-man team members alternate hitting. Players must alternate driving – “A” Player on 13, 15 & 17 and the “B” Player on holes 14, 16, 18 -- no matter who putted out last on the previous hole. **Example of Scoring:** If your team has a gross score of “5” and you have a HCP shot (Black Dot) on that hole record a “4” on the scorecard. **RECORD ONLY ONE NET SCORE.**

**9 Hole Slow Play Policy**

Slow play is monitored and penalties enforced. All groups are expected to keep up with the group in front of them. We are enforcing the 9 Hole Slow Play Rule for the tournament this weekend. The slow play penalty is as follows:

- **Front 9** -- You must play the Front 9 within 2 Hours and 15 minutes or 15 minutes behind the group ahead of you. If not the entire group will be penalized 1 stroke that will be subtracted from your Gross/Net Score.

- **Back 9** -- Again you must play the Back 9 within 2 Hours and 15 minutes or 20 minutes behind the group ahead of you. If not the entire group will be penalized 1 stroke that will be subtracted from your Gross/Net Score. **There is no Slow Play penalty for 18 holes only each 9 holes.**

**Additional Rules**

1. All USGA and Local Rules apply. Questions as to the rules of golf shall be referred to the Rules Committee.

2. **Scorecard Completion Rule:** **IF YOU ARE UNSURE THAT YOU SCORED CORRECTLY, ASK A LTMGC BOARD MEMBER BEFORE YOU TURN IN YOUR SCORECARD.** A signed, accurate, fully completed scorecard must be turned in to the tournament table after the completion of play. This scorecard must include hole-by-hole score, gross and net scores where applicable.

3. **Flight 3 will play the drop area on #6 and #12. Flights 1 & 2 play #6 and #12 as a hazard!**

**Tournament Payouts**

- The following is the payoff for this tournament: 1st Gross $200, 1st Net $200, 2nd $160, 3rd $140, 4th $110, 5th $90

- Optional $20.00 team skin pot is flighted and based on lowest net score for one hole.

- “Closest to the Pin” will be a 2-Man Team CTP $25 per team. **Hole #3 - Flight 3, Hole #7 - Flight 2, and Hole #10 - Flight 1.**