

2010 MEMBER / MEMBER TOURNAMENT
RULES OF PLAY AND CONDITIONS OF COMPETITION

The Rules of the United States Golf Association govern play.

Local rules as printed on the club scorecard are in effect.

Teams will exchange scorecards.

Rules Committee: Andy Potter, Al Gardner, Rick Deckert

If there is doubt as to a ruling or procedure, a player may play a second ball and bring the issue up with the committee. The player must announce which ball is to count pending the committee's decision or applicable rule.

Format

Day One: Handicap allowance for day 1 is 32.5% of the combined course hcps of the two players, to one decimal place.

Holes #1-9: Alternate Shot with selected drives

Both partners will tee off on each hole. The best shot of the two will be selected and players will alternate shots until the ball is holed. The player whose drive was not selected must play the next shot from where it lies. A player may not substitute his own ball when playing the shot. Penalty strokes do not affect the order of play.

Holes #10-18: Scramble

The better shot of the two players will be selected, and both players will play from within a scorecard length of that position, keeping the same type of lie, no nearer the hole. (The same type of lie means you cannot move from rough to fairway, fringe to green, out of a hazard, etc).

Day Two: Best Net Ball of 2

Each player will play his/her own ball and the better Net score of the two is the one that is used for scoring.

Handicap Allowance: 100 percent of each player's course handicap is used. Scorecards will be dotted.

1. **Out of Bounds:** Defined by inside points, at ground level, of white stakes or posts, and white lines.
2. **Water and Lateral Water hazards:** When both stakes and lines are used to define water and lateral hazards, stakes identify hazards and lines define margins.
3. **Ground Under Repair:** Defined by white lines. Other areas deemed to be ground under repair, even if not so marked, include:
 - a. Material piled for removal (i.e. the area to the right side of #3)
 - b. Seams of newly sodded areas
 - c. ant hills
4. **White Lined Areas Tying Into Artificially Surfaced Roads and Paths** – have the same status as the roads and paths, that of obstructions.
5. **Ties** will be broken based on Second Day Net Score, then Second Day Last 9, then Matching Net Scores starting with 18 going backwards.
6. The **bulkheads on # 4 and # 9** are considered obstructions within the hazard. If a ball is touching or on the bulkhead it is considered in the hazard and no relief is granted without penalty. If a ball is near to, but not touching the bulkhead, and the bulkhead interferes with stance or swing, relief is granted without penalty. (Nearest point of relief plus one clublength).
7. **GPS, Laser or other yardage measuring devices** are permitted for use during this tournament.
8. The only drop area in effect for this tournament is on hole #4, in front of the red tee box.

*There will be an optional **Buy-In** available for the first day score (Saturday) only within each flight. \$20 Per Team. If 2-4 teams buy in, we will pay 1 place. If 5-8 teams buy in we will pay 2 places. If 9 or more buy in we will pay 3 places. Buy-In winners will be paid in Cash. Ties in the buy-in will split the money.

*There will be an optional **Individual Skins Game** available for Day 2 (Sunday). \$10 Per Person, Gross Skins within your flight.

Please pay for the buy-in & skins game when you check in each day. Cash Only Please, if Possible.