

Tournament Format

- Individual score, handicap adjusted best net competition
- \$50 entry fee per player, \$600 purse, top 6 places in-the-money
- Payouts: \$180 / \$140 / \$100 / \$70 / \$60 / \$50
- Tie breakers are the lowest net score on rounds 4 through 1 (as needed)

Player Handicaps

- Strokes to field (STF) calculation is used to set handicaps on a sloped scale of 13 to 29
- Each player's best rounds (rounds below median) are used to calculate STF
- Handicaps are adjusted each round with latest score added to database and recalc

General Rules

- Use golf etiquette and respect the competition, play efficiently
- Triple bogey max score on all holes
- No mulligans
- Players are allowed 1 club length relief with the following restrictions:
 - Ball must be found and verified before taking relief
 - Ball is no closer to the hole after move
 - Ball is not on a green, and cannot be moved onto a green
 - Ball cannot be moved across a marked boundary (penalty areas or OB)
 - Ball cannot be moved into a fairway, out of a bunker, or out of non-casual water
- Rake & place in bunkers
- Putts are "gimmee's" if ball is "inside in the leather" or conceded by competitors
- Players can take 1 club relief on either side of a cart path if it interferes with shot or stance

Drop Rules

- All drop scenarios incur a 1-stroke penalty
- Ball cannot be dropped onto a green
- Players must take a drop in the following scenarios:
 - Unplayable ball in penalty area (water, hazard)
 - Ball out of bounds (OB) or lost ball(Option A) Drop in designated drop area if marked on course OR
- (Option B) Drop anywhere on line of travel, no closer to the hole from last ball location OR
- (Option C) Drop 2 club lengths into first playable area on hole of play, nearest last ball location

Golf Ball Out of Bounds: A golf ball is out of bounds if the full ball is completely outside of a line established by 2 nearest white stakes or white line.

Crossing Penalty Areas: If a player hits into a crossing penalty area and has to take a drop, the drop must be taken on the side of entry no closer to the hole unless there is a designated drop area elsewhere.

Dropping beside lateral penalty areas: A player can drop anywhere on the line of travel OR 2-club lengths into play from last known location. Ball cannot be dropped on a green.

Ball landing in a bush/tree: If the player can retrieve and verify the ball, they can take their 1-club length out of the bush/tree. The 1 club length radius extends as a cylinder to the ground.

Flying the Green: Drop in first playable area nearest last ball location or drop from last hit position. Or re-hit from original location if preferred. Ball cannot be dropped on a green.

