

Tournament Format

- Individual score, handicap adjusted best net competition
- \$50 entry fee per player, \$400 purse, top 4 places in-the-money
- Payouts: \$150 / \$125 / \$75 / \$50
- Tie breakers are the lowest net score on rounds 4 through 1 (as needed)

Player Handicaps

- Handicaps calculated based on weighted average of player rounds in database
- Handicaps are adjusted each round with latest score added to database and recalculated

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. □

