



54 HOLE TEAM CHAMPIONSHIP
March 07,13,14, 2010
CONDITIONS OF THE COMPETITION

The USGA Rules of Golf shall govern all play except as modified by the RGC Local Rules.

Copies of the RGC Local Rules are available on the web site.

AND

They are posted in the bathrooms and on the outside bulletin board at the course.

Format:

2-MAN TEAM

Day 1 (03/07/10) – Better Ball

Day 2 (03/13/10) – Scramble

Day 3 (03/14/10) – Chapman Scotch

Preferred Lies

You may lift, clean and place the ball within 1 DO scorecard, no closer to the hole, through the green.

Eligibility:

Players must have a 20 round NCGA Handicap.

Players must be RGC members in good standing for the past 5 years or must have played in five RGC play dates since June 1st of the previous year. (Rainouts count if officially entered)

Official Tees:

Men shall play from the BLUE or WHITE tees as previously selected.

Women shall play from the RED tees.

Time of Starting:

Players should arrive at the 1st tee when called on deck.

FAILURE TO DO SO COULD RESULT IN DISQUALIFICATION.

Pace of Play:

Please play ready golf and keep up with the group in front of you.

RGC Slow Play rule will be in effect.

Awards:

Awards will be based on the number of competitors in each flight.

Ties:

Ties for first place over the field and overall in each flight will be decided by a sudden death playoff using individual handicaps.

Ties for first place daily winners in each flight shall be broken by the method of matching scorecards.

Ties for net scores will be reduced by 1/2, 1/3, and 1/6 of team handicap.

1. Best of last nine holes.
2. Best of last six holes.
3. Best of last three holes.
4. Best of 18th hole.

Doubt as to Procedure:

It is the responsibility of all players to be familiar with the Rules of Golf and to apply them properly.

When in doubt, invoke Rule 3-3 and play two balls.

Announce to a fellow-competitor your decision to invoke this rule and the ball with which you will score if the rules permit. Report the facts to the Rules Committee after play and **BEFORE SIGNING YOUR SCORE CARD. FAILURE TO DO SO COULD RESULT IN DISQUALIFICATION.**

**DAY 1 – MARCH 07, 2010
BETTER BALL**

Each player plays his or her own ball from tee to hole.

Using individual handicaps, the team uses the best gross score and the best net score as their team score on each hole.

YOU MAY USE THE SAME PLAYER'S SCORE FOR GROSS AND NET ON A HOLE.

Use only one scorecard for the team.

**DAY 2 - MARCH 13, 2010
SCRAMBLE**

Each partner hits a tee shot.

TEAMS MUST USE A MINIMUM OF 6 TEE SHOTS FROM EACH PARTNER.

Chose the best shot. Both players will hit their next shot from that spot.

UPON REACHING THE BEST SHOT, MARK THE BALL.

YOU MAY PLACE THE BALL WITHIN 1 CLUB-LENGTH OF THE MARKED SPOT THROUGH THE GREEN AND WITHIN 6 INCHES OF THE MARKED SPOT ON THE GREEN FOR THE NEXT SHOT.

YOU MAY NOT CHANGE THE CONDITION OF PLAY. (IF THE MARKED SPOT IS IN THE ROUGH, YOU MUST STAY IN THE ROUGH)

Continue the process until the ball is holed.

Use only one scorecard for the team.

NOTE: (TO FACILITATE PACE OF PLAY) If a player putts and the ball finishes near but not in the hole, the player MAY tap the ball in for a score. This action will not prevent the partner from making the putt from the last position.

FOR EXAMPLE: A partner putts for a 3, misses the putt, taps it in for a 4; the other partner putts for a 3 and makes the putt. The score for the hole is 3.

**DAY 3 – MARCH 14, 2010
CHAPMAN SCOTCH**

Partner A (hitting ball 1) & Partner B (hitting ball 2) tee off. On the second shot, Partner A hits ball 2 and Partner B hits ball 1. After these first two shots, you pick the best ball and then play alternate shot. If you chose to play ball 1, Partner A hits the third shot and Partner B hits the fourth shot. If you chose to play ball 2, Partner B hits the third shot and Partner A hits the fourth shot. You will continue to alternate until the ball is holed. You begin this process on every hole until the end of the round.

Penalty strokes do not affect the order of play.

In the event a ball is required to be dropped, (OB, Hazard relief, etc.) the player whose turn it is to play next must drop the ball.

Use only one scorecard for the team.

Remember this:

You never hit the same ball “twice in a row!”