



**Invitational Tournament
October 3, 2026
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.

The format is **2-person scramble**

Each partner hits a tee shot. TEAMS MUST USE A MINIMUM OF **4** TEE SHOTS FROM EACH PARTNER. Choose the best shot. Both players will hit their next shot from that spot. UPON REACHING THE BEST SHOT, MARK THE BALL. **YOU MAY LIFT CLEAN AND 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.**

See attached for special instructions in regard to Par 3 holes and hole 18.

Men shall play from the BLUE, PALMERS or WHITE tees as previously selected.
Women shall play from the RED tees.

Please keep up with the group in front of you. Please play **“ready golf”**.

Ties for gross and net in each flight shall be broken by the method of matching scorecards in accordance with the USGA.

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

1. Best of last nine of holes played the day of the tournament.
2. Best of last six of holes played the day of the tournament.
3. Best of last three of holes played the day of the tournament.
4. Best of 18th hole played the day of the tournament.

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 20.1 c (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 SCORECARD. FAILURE TO DO SO COULD RESULT IN DISQUALIFICATION.

Hole #3

Roll the dice as a team. Add the dice together and use the chart below to determine your handicap for hole #3. You will then write the score you got, plus or minus your handicap as your gross score.

Chart

Roll a total of **2 through 6** and you get a handicap of **minus 1**. You will subtract 1 stroke from your team's gross score.

Roll a total of at **7 through 10** and you get a handicap of **even**. You will get no adjustment and record your team's gross score as played.

Roll with a total of **11 or 12** and you get a handicap of **plus 1**. You will add 1 stroke to your team's gross score.

Hole #5

There are 3 holes cut on the green, a **red**, white and a **blue** flag.

Both players will tee off. Once you arrive at the green, there will be a copy of the tee sheet at the green letting each group know which color pin they are to putt to.

You play the hole as normal and putt to the designated hole and record your gross score.

There is a **one stroke penalty** for viewing the tee sheet before you tee off and reach the green.

Should the ball go into a different hole that stated on the tee sheet, lift the ball and place it within 6 inches of the hole and putt for the hole per instructions, no closer to the hole, no penalty.

Hole #12

Each player rolls the dice to determine what club he/she must use for the entire play of hole #12. (Example: If you roll a 3, according to the chart you will have to play with your pitching wedge until the ball is holed including the putt. Your partner rolls a 7 so he will have to play with his/her 6 iron until the ball is holed including the putt.)

Chart

(Note: If you do not have the club that is associated with your roll, use the next club up. Meaning if you roll a 9 and are supposed to use a 4 iron but do not have one, you will use the next club up which is the Hybrid of your choice)

Roll 2- Use either Gap or approach wedge/SW/60 Degree

Roll 3- Use your Pitching Wedge

Roll 4- Use your 9 iron

Roll 5- Use your 8 iron

Roll 6- Use your 7 iron

Roll 7- Use your 6 iron

Roll 8- Use your 5 iron

Roll 9- Use your 4 iron

Roll 10-11-12- Use 2/ 3 /Hybrid of your choice

Hole #15

Closest to the pin contest. Remember to measure from edge of cup to front of ball.

Hole #18

This is an "Old School Competition". When you reach #18, there will be a selection of persimmon drivers on the tee. You have the option to hit with your own driver or one of the persimmon drivers. If you choose the shot hit with the persimmon driver you will be laying Zero from that tee shot, if your choice is to hit the shot with your own driver you play the hole as you normally would.