



Golf Tournament Rules

HIT 'EM STRAIGHT!

FORMAT:

4-PERSON SCRAMBLE

MEN - MIDDLE WHITE TEES

WOMEN - FORWARD GREEN TEES

SCHEDULE:

11:00 AM - 1:00 PM

CHECK-IN/DRIVING RANGE/PUTTING CONTEST

1:00 PM - 5:00PM

SHOTGUN START

5:30 PM - 6:30PM

RECEPTION/HELICOPTER BALL DROP/RAFFLE

6:30 PM

AWARDS DINNER

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RULES:

1. AFTER EACH PLAYER HAS TEED OFF THE TEAM WILL THEN CHOOSE THE BEST SHOT AND ALL PLAYERS WILL PLAY FROM THAT SPOT
2. THE TEAM WILL CONTINUE IN THIS FORMAT UNTIL ONE PLAYER HAS HOLED OUT.
3. YOU MUST PLAY YOUR BALL IN SIMILAR CONDITIONS TO WHICH IT LIES.
4. EX. IF YOUR BALL LIES IN THE ROUGH IT MUST BE PLAYED FROM THE ROUGH, IF YOUR BALL LIES IN THE FAIRWAY IT MUST BE PLAYED FROM THE FAIRWAY, IF YOUR BALL LIES IN A BUNKER IT MUST BE PLAYED FROM THE BUNKER.
5. YOU MAY RAKE THE BUNKER BETWEEN SHOTS.
6. TIES ARE DECIDED BY THE MOST BIRDIES OF THE 18 HOLES.

PLEASE TURN YOUR SCORECARDS INTO THE PROSHOP AFTER THE ROUND. PRIZES WILL BE GIVEN AT AWARDS DINNER

HELICOPTER BALL DROP TICKETS

5 TICKETS FOR \$20 / 1 TICKET FOR \$4

RAFFLE TICKETS

5 FOR \$5 / 25 FOR \$20

COURSE CONTESTS:

HOLE 2: LONGEST DRIVE

HOLE 5: CLOSEST TO THE PIN

HOLE 11: GUESS YOUR DRIVE

HOLE 13: CLOSEST TO THE PIN

HOLE 16: CLOSEST TO THE PIN

NEXT PAGE FOR DETAILS



Golf Tournament Rules (Cont.)

CLOSEST TO THE PIN

IF YOUR TEE SHOT IS ON THE GREEN AND CLOSEST TO THE PIN/HOLE, WRITE YOUR NAME ON THE MARKER CARD AND PLACE THE MARKER IN THE GROUND ON THE SPOT WHERE YOUR BALL CAME TO REST. ONCE THE MARKER HAS BEEN PLACED IN THE GROUND, IT SHOULD STAY THERE UNTIL SOMEONE ELSE HITS A CLOSER SHOT. USE THE FLAGSTICK AS A MEASURING ROD IF IT IS A CLOSE CALL. THEN, THAT PERSON SHOULD REPEAT THE PROCEDURE OF WRITING THEIR NAME ON THE CARD BELOW THE OTHER NAME(S) AND PLACE THE MARKER AT THE SPOT.

LONGEST DRIVE

IF YOUR DRIVE IS IN THE FAIRWAY AND THE LONGEST, WRITE YOUR NAME ON THE MARKER CARD AND PLACE THE MARKER IN THE GROUND ON THE SPOT WHERE YOUR BALL LAYS. ONCE THE MARKER HAS BEEN PLACED IN THE GROUND, IT SHOULD STAY THERE UNTIL SOMEONE ELSE MAKES A LONGER DRIVE. THEN, THAT PERSON SHOULD REPEAT THE PROCEDURE OF WRITING THEIR NAME ON THE CARD BELOW THE OTHER NAME(S) AND PLACE THE MARKER AT THE SPOT.

GUESS YOUR DRIVE - BY GOLF PERFORMANCE LAB

GOLF PERFORMANCE LAB WILL BE TAKING THE LAUNCH MONITOR ONTO THE TEE BOX AND GOLFERS WILL BE GUESSING THE YARDAGE OF THEIR DRIVE.

GOLF ETIQUETTE:

1. RAKE ALL MARKS MADE IN SAND BUNKERS. LEAVE THE RAKES IN THE BUNKERS.
2. LEAVE THE PUTTING GREEN AS SOON AS YOU HAVE HOLED OUT.
3. DO NOT PLAY UNTIL THE PLAYERS IN FRONT OF YOU ARE OUT OF RANGE.
4. PLEASE OBSERVE ALL LOCAL COURSE RULES.
5. ENJOY THE DAY!