

# MT. SI MEN'S CLUB TOURNAMENT RULES

## “Kickoff Breakfast” Rules

**General Tournament Rules in effect for all tournaments.**

**The following are specific to this tournament:**

- Welcome all participants to this year's Kick-Off Breakfast and Beat the Pro Competition. You will be given a \$10.00 food voucher that can be applied to either breakfast or lunch. This must be used same day of the tournament.
- Play from the **WHITE TEES**.
- The Kick-Off Competition is a four-man blind draw teams with two best net balls out of the foursome (strokes as they fall on the scorecard). The **Team Score** is the **total of the best two net balls** for your 4-man team.
- **Winter Rules** are in effect. In your own fairway, players can improve your lie up to 36” (pitching wedge length) through the green, no closer to the hole. In the rough, a ball can be moved 6 inches (must stay in rough). You cannot move a ball that is off the putting surface onto the green.
- There is an optional \$10 within-the-flag side game. If you are entered in this and get one, please mark it clearly on your scorecard and let us know when you turn your card in.
- Included in your entry are closest-to-the-pins (KP's) on #4 & #17 and long drives on #16 separated by divisions. Winners will receive a free round.
- You can also play in our optional “Beat the Pro” competition. Description:  
Wager any amount from \$5.00 to \$100.00. The competition is **your net score** versus the **pro's net score**. If your net score beats the pro's net score, the amount of money that you wager will **double on your account**. If you don't beat the pro your wager amount will be applied to your books. **YOU CAN'T LOSE!**
- **Please turn your signed and attested scorecards into the Pro Shop when finished with play.**
- **Mt. Si Golf Course will post your scores for you.**

# MT. SI MEN'S CLUB TOURNAMENT RULES

## “Senior 2-Man Challenge” Rules

**General Tournament Rules in effect for all tournaments.**

**The following are specific to this tournament:**

- A SENIOR is defined as a person who turns age 60 or more in the current year.
- Play from **WHITE TEES**.
- Play Summer Rules.
- **Holes 1-6 -- Best Ball**  
Both players play their own ball the entire hole. The best net score between the two players is the score that is used for the team.
- **Holes 7-12 -- Scramble**  
Both players tee off. Select the best shot, both players play from there. Repeat this procedure until the ball is holed. (No drive or second shot requirements)
- **Holes 13-18 -- Alternate Shot**  
One player hits the tee shot. Play is then alternated from there until the ball is holed. One partner tees off on holes 14, 16 and 18, the other partner tees off on holes 13, 15 and 17, regardless of who holes out on the previous hole.

**If signed up for the Inside-The-Flag side game, both players hit tee shots on #17, but the designated alternate shot ball must be used for the alternate shot.**

- All players are entered in the Long Drive on #5 & KP on #11. Winners receive a round of golf.
- There is a maximum 7 stroke handicap difference between team partners. If difference is greater, the higher handicap will be adjusted downward to within 7 strokes.
- Payout will be net by division. The net score is determined by the tournament handicap calculation described below and subtracting that handicap from team's gross score at the end of play.

### **Total Tournament Handicap Calculation:**

1. **Best Ball** =  $1/3 \times (90\% \text{ of Players Handicap})$ . + or - strokes applied to lowest handicap holes as they fall on card to determine players Net Best Ball.
  2. **Scramble Team Handicap** = *For Lower Player Handicap*  $1/3 \times (35\% \text{ of Players Handicap})$  + *Higher Player Handicap*  $1/3 \times (15\% \text{ of Players Handicap})$ .
  3. **Alternate Shot Team Handicap** =  $1/3 \times (50\% \text{ of Total Team Players Handicap})$ .
  4. **Total Team Handicap** = (2) + (3).
- **Please turn your signed and attested scorecards into the Pro Shop when finished with play.**

# MT. SI MEN'S CLUB TOURNAMENT RULES

## "2-Man Challenge" Rules

**General Tournament Rules in effect for all tournaments.**

**The following are specific to this tournament:**

- Play from the BLUE TEES.
- Play summer rules.
- **Holes 1-6 – Best Ball**  
Both players play their own ball the entire hole. The best net score between the two players is the score that is used for the team.
- **Holes 7-12 – Scramble**  
Both players tee off. Select the best shot. Both players play from there. Repeat this procedure until the ball is holed. (No drive and second shot requirements).
- **Holes 13-18 – Alternate Shot**  
One player hits the tee shot. Play is then alternated from there until the ball is holed. One partner will tee off on holes 14, 16 and 18. The other partner will tee off on holes 13, 15 and 17, regardless of who holes out on the previous hole.

**If signed up for the inside-the-flag side game, both players hit a tee shot on #17, but the designated alternate shot ball must be used for the alternate shot.**

- All players are entered in the Long Drive on #5 & KP on #11. Winners receive a round of golf.
- If there is a maximum 7 stroke handicap difference between team partners, will subtract the number of strokes from the higher handicap index to reach the 7-stroke differential between the two.
- Payout will be net by division. The net score is determined by the tournament handicap calculation described below and subtracting team handicap from team's gross score at the end of play.

### **Total Tournament Handicap Calculation:**

1. **Best Ball** =  $1/3 \times (90\% \text{ of Players Handicap})$ . + or - strokes applied to lowest handicap holes as they fall on card to determine players Net Best Ball.
  2. **Scramble Team Handicap** =  $\text{For Lower Player Handicap } 1/3 \times (35\% \text{ of Players Handicap}) + \text{Higher Player Handicap } = 1/3 \times (15\% \text{ of Players Handicap})$ .
  3. **Alternate Shot Team Handicap** =  $1/3 \times (50\% \text{ of Total Team Players Handicap})$ .
  4. **Total Team Handicap** = (2) + (3).
- **Please turn your signed and attested scorecards into the Pro Shop when finished with play.**

# MT. SI MEN'S CLUB TOURNAMENT RULES

## “President Cup Match Play” Rules

**General Tournament rules in effect for all Tournaments.**

**The following are specific to this tournament:**

- Matches played from the **WHITE TEES**.
- Players have **three weeks to play first match**, then **two weeks to play each match after that**.
- If you cannot come up with a date acceptable for both people, then Sunday of deadline date will be considered date to play the match. The competitor that does not show up will be disqualified. If neither competitor shows up, both will be disqualified. Extenuating circumstances will be analyzed by tournament committee if submitted by either competitor.
- The committee will produce match play brackets after the entry deadline in early June. The first deadline for the matches will three weeks after “Bracket” posting date. You may schedule your match any time before that deadline.
- Match play rules will apply to all matches. **The full course handicaps of competitors at time of match will be used. The difference in handicaps will be number of strokes available for higher handicap over the lower handicap with the strokes applied according to the handicap of each hole.**
- The **competitor listed on top of match bracket** is responsible for contacting other competitor for next date of match and is responsible for turning in scorecard upon completion of match.
- The Bracket will be displayed in the golf shop and will be official bracket for the tournament.
- We have four brackets broken up by handicaps at the time of close of registration.  
**Please Note: Some first round matches are play-in matches.**  
The Hogan bracket (0-10 - Ghin Index) \*\*  
The Nicklaus bracket (10.1-15.0 - Ghin Index) \*\*The  
Palmer bracket (15.1-18 - Ghin Index.) \*\*  
Snead bracket (18.1 and above - Ghin Index) \*\*  
\*\* these ranges are subject to change to create an equal dispersion of entries by groups.  
Each quarterfinalist will win prize money and will then be placed into the champions bracket (final 4) to continue until we have an overall champion. The higher you finish the more prize money your win!
- **Please turn your signed and attested scorecards into the Pro Shop when finished with play.**
- **Mt. Si Golf Course will post your scores for you.**

# MT. SI MEN'S CLUB TOURNAMENT RULES

## "2-Man Make A Friend (or Not) Challenge" Rules

**General Tournament Rules in effect for all tournaments.**

**The following are specific to this tournament:**

- Play from BLUE TEES.
- Play Summer Rules.
- **Holes 1-9 -- Scramble**  
Both players tee off. Select the best shot, both players play from there. Repeat this procedure until the ball is holed. (**2 Drives and 2 Second Shots per player required for team on holes 1-9**)
- **Holes 10-18 -- Alternate Shot**  
One player hits the tee shot. Play is then alternated from there until the ball is holed. One partner tees off on holes 14, 16 and 18, the other partner tees off on holes 13, 15 and 17, regardless of who holes out on the previous hole.
- All players are entered in the Long Drive on #5 & KP on #11. Winners receive a round of golf.
- There is a maximum 7 stroke handicap difference between team partners. If difference is greater, the higher handicap will be adjusted downward to within 7 strokes.
- Payout will be net by division. The net score is determined by the tournament handicap calculation described below and subtracting that handicap from team's gross score at the end of play.

### **Tournament Handicap Calculation:**

1. **Scramble Team Handicap** = For Lower Player Handicap  $1/2 \times (35\% \text{ of Players Handicap}) + \text{Higher Player Handicap} = 1/2 \times (15\% \text{ of Players Handicap})$ .
  2. **Alternate Shot Team Handicap** =  $1/2 \times (50\% \text{ of Total Team Players Handicap})$ .
  3. **Total Team Handicap** = (1) + (2)
- **Please turn your signed and attested scorecards into the Pro Shop when finished with play.**

# MT. SI MEN'S CLUB TOURNAMENT RULES

## “Senior 2-Man Best Ball/Scramble Rotating Tee” Rules

**General Tournament Rules in effect for all tournaments.**

**The following are specific to this tournament:**

- For MSMC Seniors only. This is a two-member team event. Members eligible if turning age of 60 or more in current year.
- All payouts will be issued as Pro Shop credit.
- Play Summer Rules.
- Men play from alternating tees as described below:  
**Best Ball – Holes 1, 4, 7 (Blue), 2, 5, 8 (White), 3, 6, 9 (Yellow)**  
Both players play their own ball the entire hole. The best net score between the two players is the score that is used for the team.  
**Scramble – Holes 10, 13, 16 (Blue), 11, 14, 17 (White), 12, 15, 18 (Yellow)**  
Both players tee off. Select the best shot. Both players play from there. Repeat this procedure until the ball is holed (No drive and second shot requirements).
- There is a maximum 7 stroke handicap difference between team partners. If difference is greater, the higher handicap will be adjusted downward to within 7 strokes.
- All players are entered in the Long Drive on #16 & KP on #4. Winners will receive rounds of golf.
- Payout will be net by division. The net payout is figured by taking one quarter of the teams combined handicap and subtracting that handicap from the team's gross score at the end of play.
- **Please turn your signed and attested scorecards into the Pro Shop when finished with play.**

# MT. SI MEN'S CLUB TOURNAMENT RULES

## “Club Championship” Rules

**General Tournament Rules in effect for all tournaments.**

**The following are specific to this tournament:**

- The Mount Si Men's Club Championship is a 36-hole two-day medal play competition. Play will be according to USGA rules and local rules on the back of the scorecard, and this rules sheet.
- Play Summer Rules.
- All play will be from the **BLUE TEES** for all flights except the “net flight”. Net flight will use the **WHITE TEES**.
- Order of play (tee times) for 36-hole event will be as follows:

First Round → Championship Flight, 1<sup>st</sup> Flight, 2<sup>nd</sup> Flight and so on with Net Flight being the last group.

Second Round → Net Flight, 4<sup>th</sup> Flight, 3<sup>rd</sup> Flight and so on with Championship flight being the last group.

**Please Note:** Within each flight in second round, players and tee times assigned will be seeded based upon higher scores first and lower scores last. For each flight, the four lowest scores (players) will be grouped together in one tee time. Players from different flights will NOT play together unless approved by the Tournament Committee. (e.g., If there is an odd number of players within a flight that creates a single, twosome or threesome that is not part of four lowest scores within flight, they may be combined with other players with highest scores (in other flights) to complete a foursome if approved by Tournament Committee).

- The player with lowest gross score for the two days shall be declared Club Champion, regardless of flight he plays in. Once Club Champion has been determined, winners and runners-up shall be determined based on gross scores of the competitors within each flight, except for the last flight, in which winner and runner-up will be determined by net scores of the competitors.
- After 36 holes, if there is a first-place tie for the overall club championship, a sudden death playoff will be held to determine the outcome. The playoff shall take place beginning at the 1<sup>st</sup> hole, as soon as practicable for Pro Shop to arrange. For all other ties not affecting the overall club championship, they will remain as ties and payouts will be adjusted accordingly.
- **Please turn your signed and attested scorecards to the Pro Shop when finished with play.**
- **Mt Si golf course will post your scores for you.**

# MT. SI MEN'S CLUB TOURNAMENT RULES

## “Men's Club Mixer” Rules

**General Tournament Rules in effect for all tournaments.**

**The following are specific to this tournament:**

- The Men's Club Mixer Competition is a four-player blind draw team with two best net balls out of the foursome (strokes as they fall on the scorecard). The Team score will be the total of the best two net balls for your 4-person team.
- Play from the **WHITE TEES**.
- Play Summer Rules
- There will be an optional \$10 inside-the-flag side game. If you are entered and get one, please mark it clearly on your scorecard and notify the Pro Shop when you turn your card in.
- Included in your entry are KP's on #4 & #17 and LD on #16 separated by handicap. Winners receive a free round.
- Players will all be given a \$10.00 food voucher that can be applied to either breakfast or lunch. This must be used same day of the tournament.
- **Please turn your signed and attested scorecards into the Pro Shop when finished with play.**
- **Mt Si golf course will post your scores for you.**



# MT. SI MEN'S CLUB TOURNAMENT RULES

## “Senior Club Championship” Rules

**General Tournament Rules in effect for all tournaments.**

**The following are specific to this tournament:**

- For MSMC Seniors only. This is a two-member team event. Members eligible if turning age of 60 or more in current year.
- The Mount Si Men's Club Championship is a 36-hole two-day medal play competition. Play will be according to USGA rules and local rules on the back of the scorecard, and this rules sheet.
- Play from the **WHITE TEES**.
- Play Summer Rules
- Order of play (tee times) for 36-hole event will be as follows:

First Round → Championship Flight, 1<sup>st</sup> Flight, 2<sup>nd</sup> Flight and so on with Net Flight being the last group.

Second Round → Net Flight, 4<sup>th</sup> Flight, 3<sup>rd</sup> Flight and so on with Championship flight being the last group.

**Please Note:** Within each flight in second round, players and tee times assigned will be seeded based upon higher scores first and lower scores last. For each flight, the four lowest scores (players) will be grouped together in one tee time. Players from different flights will NOT play together unless approved by the Tournament Committee. (e.g., If there is an odd number of players within a flight that creates a single, twosome or threesome that is not part of four lowest scores within flight, they may be combined with other players with highest scores (in other flights) to complete a foursome if approved by Tournament Committee).

- The player with lowest gross score for the two days shall be declared Sr. Club Champion, regardless of flight he plays in. Once Sr. Club Champion has been determined, winners and runners-up shall be determined based on gross scores of the competitors within each flight, except for the last flight (Net Flight), in which winner and runner-up will be determined by net scores of the competitors.
- After 36 holes, if there is a first-place tie for the overall Sr. Club Championship, a sudden death playoff will be held to determine the outcome. The playoff shall take place beginning at the 1<sup>st</sup> hole, as soon as practicable for Pro Shop to arrange. For all other ties not affecting the overall Sr. Club Championship, they will remain as ties and payouts will be adjusted accordingly.
- **Please turn your signed and attested scorecards into the Pro Shop when finished with play.**
- **Mt Si Golf Course will post your scores for you.**

# MT. SI MEN'S CLUB TOURNAMENT RULES

## “Member-Member Best Ball” Rules

**General Tournament Rules in effect for all tournaments.**

**The following are specific to this tournament:**

- Play from the **WHITE TEES**.
- Play Summer Rules
- Gross & Net Best Ball Competition
- Record each player's gross score. Net scores will be determined hole by hole based on where strokes apply as determined by course handicap.
- Long Drive on #16 (One division, winners will get 2 free rounds).
- KP's on #4 and #17 (One division, winners will get 2 free rounds).
- There will be an optional \$10 Inside-the-Flag side game.
- Tournament Proper payouts will be 1 Gross and 4 Net places.
- **Please turn your signed and attested scorecards into the Pro Shop when finished with play.**

**\* Mt. Si Golf Course will post your scores for you.**

# MT. SI MEN'S CLUB TOURNAMENT RULES

## “Turkey Shoot

**General Tournament Rules in effect for all tournaments.**

**The following are specific to this tournament:**

- Best Net ball competition and player must beat their course handicap to qualify for payout.
- Record player's gross score. Net scores determined hole by hole based on where strokes apply as determined by course handicap.
- Must play with another Mt Si Men's Club member and record member name on scorecard.
- **Please turn in signed and attested scorecards into the Pro Shop when finished with play.**

# MT. SI MEN'S CLUB TOURNAMENT RULES

## “End-of-the-Year 3-Club Challenge” Rules

**General Tournament Rules in effect for all tournaments.**

**The following are specific to this tournament:**

- Play with 3 clubs only! Need to be declared before start of play to tournament committee what 3 clubs will be used. Those 3 clubs will be the only ones available to the player, and no others are allowed on the ~~are~~ (Please Note: remove all other clubs from the bag before arriving to the first tee).
- Play from the **WHITE TEES**.
- For the 9-Hole 3-Club Competition, all scoring will be calculated by writing down your gross score for each hole and then subtracting half of your full course handicap at the end to determine your net 9-hole score.
- **Winter Rules** are in effect. In your own fairway, players can improve your lie up to 36” (pitching wedge length) through the green, no closer to the hole. In the rough, a ball can be moved 6 inches (must stay in rough). You cannot move a ball that is off the putting surface onto the green.
- Players will all be given a \$10.00 food voucher that can be applied to either breakfast or lunch. This must be used same day of the tournament.
- End-of-Year Participation drawing will be held at lunch upon conclusion of 9-hole club tournament. Players are encouraged to attend.
- **Please turn your signed and attested scorecards into the Pro Shop when finished with play.**

**\* Lunch and participation drawings after play!**