

# 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 there is optional Inside-the-Flag side game and team has signed up, both layers hit tee shots on #17, but designated alternate shot ball must be used for the alternate tee 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 there is optional Inside-the-Flag side game and team has signed up, both layers hit tee shots on #17, but designated alternate shot ball must be used for the alternate tee 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** = 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

## “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 for each match to follow**.
- 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 strokes applied according to 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 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.**
- **Players are responsible for posting their President Cup scores on GHIN. These scores will be entered as competition scores on GHIN system.**

# 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 10, 12, 14, 16 and 18, the other partner tees off on holes 11, 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  $1/2 \times (35\% \text{ of Players Handicap}) +$   
*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 Make a Friend (or Not) Challenge” Rules

General Tournament Rules in effect for all tournaments.

The following are specific to this tournament:

- Play from **WHITE 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*  $1/2 \times (35\% \text{ of Players Handicap}) +$   
*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

## “Men's Club 4-Man Poison Ball” Rules

General Tournament Rules in effect for all tournaments.

The following are specific to this tournament:

- Play from WHITE TEES.
- Play **Summer Rules**.
- **Holes 1-18: Scramble**  
Three players play a Scramble. Select the best shot, players play from there. Repeat this procedure until the ball is holed. **Enter Gross Scramble team score on that hole on the scorecard**. The team will also have a Team Scramble Handicap that is taken off your gross scramble team score at the end of the round. (Pro Shop will do the math on this).  
**Note: (2) Drives and (2) Second Shots per player are required for team on holes 1-18. Mark on scorecard for which hole player had “D” (for Drive) or “X” (for 2<sup>nd</sup> shot) when playing scramble.**
- **Holes 1-18: Poison Ball**  
Each player on your team is required to be the Poison Ball for at least 4 holes. Your team can determine which holes each player gets. **It must be assigned prior to teeing off on that hole**. Poison Ball Player plays his ball until it is holed. **Enter Gross Poison ball score on scorecard for the hole designated for that player**. Players Net Poison Ball score for that hole will be determined by Pro Shop once scorecard is turned in and is based upon that players handicap where they fall on the scorecard.
- All players are entered in **Long Drive on #16 & KP on #8**. Winners receive a free round of golf.
- 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 Team Score:** *(the Pro Shop will do the math for this)*

1. **Team Net Scramble Score** = Total Gross Scramble Score – Scramble Team Handicap  
*[Scramble Team Handicap = Each Players Handicap (1+2+3+4) added together and divided by 8.]*
  2. **Poison Ball Net Team Score** = Each Poison Ball Players Net Score (hole by hole) as determined by that players handicap on that hole where they fall on scorecard.
  3. **Total Team Score** = (1) + (2)
- **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 and Ladies Club Mixer” Rules

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

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

- The Men's and Ladies Club Mixer Competition is a four-player blind draw team with two best net balls (one from ladies and one from the guys) 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.
- Men play from the **WHITE TEES**. Women play from the **YELLOW TEES**
- Play Summer Rules
- If there is an optional \$10 inside-the-flag side game and 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 & #11 and LD on #16. There will be 4 LD's. Two for the Women and two for the Men (separated by age, **59 and under** and **60 and over**). 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

## “Summer Challenge” Rules

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

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

- Play from **WHITE TEES.**
- The Men's Summer Challenge Competition is a four-player blind draw team with two formats (Team Best Ball and Scramble) over 18 holes.
- Play summer rules.
- **Holes 1-9 – Best Ball**  
All players play tee off and play their own ball the entire hole. The scorekeeper records gross scores for each player on the hole. The two best net balls out of the foursome (handicap strokes as they fall on the scorecard) are used for the Team Score.
- **Holes 10-18 – Scramble**  
All players tee off. Select the best shot. All players play from there. Repeat this procedure until the ball is holed. Enter Gross Scramble team score on that hole on the scorecard. The team will also have a Team Scramble Handicap that is taken off your gross scramble team score at the end of the round. (Pro Shop will do the math on this).  
**Note:** (2) Drives and (2) Second Shots per player are required for team on holes 10-18. Mark on scorecard for which hole player had “D” (for Drive) or “X” (for 2<sup>nd</sup> shot) when playing scramble.

**If there is optional Inside-the-Flag side game and team has signed up, all players hit tee shots on that hole regardless any of drive requirements.**

- All players are entered in the Long Drive on #15 & KP on #8. Winners receive a round of golf.
- 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.**

### **Tournament Handicap Calculation:**

1. **Best Ball** =  $1/2 \times (90\% \text{ of Players Handicap})$ . + 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*  $1/2 \times (35\% \text{ of Players Handicap})$  + *Higher Player Handicap* =  $1/2 \times (15\% \text{ of Players Handicap})$ .
1. **Total Team Handicap** = (1) + (2)

# 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. Members eligible if turning age of 60 or more in current year.
- The Mount Si Sr. 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 player's course handicap.
  - Long Drive on #16 (*Two divisions by age: **59 and under** and **60 and over**, winners get 1 free round).*
  - KP's on #4 and #17 (*Two division by course handicap: **10 and under** and **11 and up**, winners will get 1 free round).*
  - There will be an optional \$10 Inside-the-Flag side game.
  - **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:**

- Play from the **WHITE TEES**.
- 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 members 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 5-Club Challenge” Rules

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

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

- Play with 5 clubs only! Need to be declared before start of play to tournament committee what 5 clubs will be used. Those 5 clubs will be the only ones available to the player, and no others are allowed on the course.  
(Note: Please remove all other clubs from the bag before arriving to the first tee).
- Play from the **WHITE TEES**.
- For the 18-Hole 5-Club Competition, there will be two different 9-hole events.
  - **First 9-holes is a Best Ball Format:**  
Each player on the team will play their own ball until holed. Each player's gross score will be entered on the scorecard. Team score is best net score. Handicap strokes as they fall on the scorecard.
  - **Second 9-holes is a Scramble Event.**  
Both players tee off. Select the best shot, 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 10-18)**  
Team score is entered on the scorecard.
- **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, lunch or dinner. Food voucher must be used same day of the tournament.
- End-of-Year Participation drawing is held at upon conclusion of 18-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 completion of round!**

### Tournament Handicap Calculation:

1. **Best Ball** =  $1/2 \times (90\% \text{ of Players Handicap})$ . + 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  $1/2 \times (35\% \text{ of Players Handicap})$  + Higher Player Handicap =  $1/2 \times (15\% \text{ of Players Handicap})$ .
2. **Total Team Handicap** = (1) + (2)