

Fall Closer Rules & Information

- Format is a 2-Person Scramble
- Each Team MUST PLAY from: 6 BLUE Tees—6 WHITE Tees—6 RED Tees (Teams Choice)
- 6 Drive Minimum / Player—Mark scorecard of players drive when used.
- When placing your ball— 36" No Closer to the hole in Closely Mown Areas (Fairway/Fringe) 6" No Closer to the hole in other areas. Must maintain playing conditions (i.e. Rough stays in Rough, Bunker in Bunker, etc.)
- All teams MUST SWITCH Scorecards with the other team in their group
- Tournament Scoring and Results will follow play Outside of the Player's Grille

Gross & Net Payouts BY FLIGHT

(USGA Recommended 35% of Low / 15% of High for Team Handicap)

LOCAL RULES

- USGA Rules Govern All Play
- NO GIMMIES! All Putts MUST BE HOLED
- Maintenance Area is defined by white lines—play as Abnormal Ground Conditions
- Out of bounds marked with white stakes; USGA Rule #18
- Abnormal Ground Conditions—Marked By White Paint—Free Drop No Closer To Hole
- AROUND CLUBHOUSE: Cart Path Edge/White Paint denotes Out of Bounds Line.
- Penalty Areas marked by red stakes or paint; USGA Rule #17 (#1, 2, 4, 6, 7, 10, 11 & 17)
- Penalty Areas marked by yellow stakes or paint; USGA Rule #17 (#11 & 12)
- Flowerbeds are Abnormal Ground Conditions; USGA Rule #16—Must Take Relief
- Rules Questions Play two balls, declare which one you WISH to count and a ruling will be made at the completion of play. Rules Committee: Dan Ostrin, PGA Head Professional & Daniel Spangler, Assistant Professional

SKINS GAME

Optional \$20/Team
TEAM SKINS GAME

Gross & Net Payout (Field)

SPECIAL PRIZES

CLOSEST to THE PIN

All Par 3's

MUDDERS ENTRIES — NOW AVAILABE: Space is Limited to First 32 Teams — Register NOW

