

TOURNAMENT FORMATS

Individual – Normal golf. POSTABLE ROUND

3 Club Tournament – Normal golf, but you are only allowed 3 clubs. Choose clubs for distance off the tee, getting out of sand traps and putting. (Practice putting with a fairway wood or hybrid before this tournament!) NOT A POSTABLE ROUND

Pick your own tees – Normal golf, but pick holes to play from the various tees based on avoiding trouble or trying for birdies (for skins). In 2009 this tournament is 4 holes from the gold tees, 5 holes from the blue tees, 5 holes from the white tees and 4 holes from the red tees. **Each player must select the tee that he is playing on each hole before starting the round and enter that data on his scorecard before exchanging scorecards.** NOT A POSTABLE ROUND

Better Ball – (4 Ball Qualifier is a 2 Man Better Ball which qualifies one team to advance to an SCGA tournament.) Best ball of partners on each hole is the team's score on that hole. **In order to speed up play, this is a format where a player can pickup his ball after his partner has finished the hole and he cannot improve on the team score (gross and net) on the hole.** The player picking up takes his expected score on the hole, assume 1 putt from several feet or less, 2 putts otherwise. THIS IS A POSTABLE ROUND!

Eclectic – This is a one man better ball tournament combining two tournament rounds in August. When entering the first individual tournament each player must decide whether to only enter the individual tournament or to also enter the Eclectic tournament. The score on each hole for the Eclectic tournament is the better of the two scores for the player in the two individual tournaments. THE TWO INDIVIDUAL ROUNDS ARE POSTABLE, THE ECLECTIC SCORE IS NOT POSTABLE

Scramble – The RCMC has both 2 and 4 man scramble tournaments. (Christmas tournament is a 4 person scramble open to RCMC and RCWC members only.) Each player hits a tee shot and the team selects one tee shot to use. (For a 2 man scramble, the team must use 6 tee shots of each player. For a 4 man scramble, the team must use 3 tee shots of each player.) Use a tee to

mark the location of the selected shot. Each player then hits the second shot from a location within one club length of the marker tee, that is not closer to the hole and is in the same terrain. You cannot use one club length to get out of a hazard, move from the rough to the fairway or from the fringe to the green. You can use the one club length to get a better lie, a leveler stance or a better opening through the trees. On the greens all players should putt from within one putter blade of the ball marker (no closer to the hole). DO NOT TAP IN A SECOND PUTT UNTIL ALL PLAYERS HAVE TRIED THE FIRST PUTT! NOT A POSTABLE ROUND

Shamble – The RCMC has a 2 man shamble tournament. A Shamble is a Scramble for the tee shot only. Select one of the tee shots on each hole and then each player plays his own ball for the rest of the hole. (For a 2 man Shamble, the team must use 6 tee shots of each player.) The team score is the best gross and net score on each hole. NOT A POSTABLE ROUND

Pinehurst – Pinehurst is a form of modified alternate shot. Both players tee off. For the second shot both players hit their partner's ball. After two shots the players select one ball to finish the hole. The player who hit the tee shot with the selected ball then hits the third shot, his partner hits the fourth shot, etc. NOTES: ON PAR THREES, BOTH PLAYERS HIT A PUTT OR SECOND SHOT BEFORE ONE BALL IS SELECTED. IF A PLAYER MISSES A PUTT, HE CANNOT TAP IN THE NEXT PUTT – IT IS HIS PARTNER'S TURN TO PLAY.

Shark – This combines the 3 formats used in the Shark Shootout in one round. Six holes each of 2 man better ball, 2 man scramble and 2 man modified alternate shot. Better ball and scramble are defined above. Alternate shot – both player's tee off, one ball is selected. If your tee shot is selected, your partner plays the second shot, you play the third shot, etc. FOR THE SIX HOLES OF THE SCRAMBLE AND ALTERNATE SHOT, 2 OF EACH PLAYER'S TEE SHOTS MUST BE USED. NOT A POSTABLE ROUND

President's Cup – This is a match play tournament during the summer. Players are allowed 2 weeks to schedule and play each round. Play is from the Blue Tees using Current Index. (If the players have handicaps of 10 and 12, then the player with the higher handicap gets 2 strokes on the #1 and #2 handicap holes which are holes 7 and 10.) Each hole is won, lost or tied. Match is over when a player has a larger lead than the number of holes remaining. If the match is tied after 18 holes, then match continues on hole 1 until a winner is determined. EACH MATCH IS A POSTABLE ROUND If a hole is conceded each player takes his expected score on the hole. If a match is completed after 13 to 17 holes, each player takes net par on the remaining holes. (Players can finish the round, but must use net pars for posting.) If a match is completed before

13 holes then post 9 hole score.

EQUITABLE STROKE CONTROL

The maximum allowed on each hole is based on the player's handicap for the set of tees played.

9 or less – Double bogey

10 to 19 – 7

20 to 29 – 8

30 to 39 – 9

TOURNAMENT HANDICAPS

Individual – Full handicap based on the set of tees used in the tournament.

3 Club Tournament – Full handicap based on the set of tees used in the tournament.

Pick Your Own Tees – Full handicap based on White tees.

Better Ball – 90% of handicap based on the set of tees used in the tournament. If the difference between the partners handicaps is above a threshold then the handicaps can be reduced by another 10%. Each player has a handicap, team score is the best of the two gross/net scores on a hole.

Eclectic – 90% of the player's handicap on the set of tees used in the tournament.

Scramble – For a 2 man scramble, the team handicap is 50% of the lower handicap player's handicap and 25% of the higher handicap player's handicap. For a 4 man scramble the team handicap is 30% of the A player's handicap, 15% of the B player's handicap and 10% each of the C and D player's handicap. Team handicap is rounded to tenths for tournament net results. Team handicap is rounded to full strokes for net skins.

Shamble – (TBD) Each player gets 80% of his handicap.

Pinehurst – Team handicap is 80% of the average of the player's handicaps. Team handicap is rounded to tenths for tournament net results. Team handicap is rounded to full strokes for net skins.

Shark – A team handicap is computed based on the average of the handicaps for the three formats. It is approximately 45% of the A player's handicap and 37% of the B player's handicap.

FLIGHTS

When the number of entries (individuals or teams) is more than 40 the field is split into 2 flights. The split is made at the discretion of the proshop to equalize the number of entries in each flight and to avoid having entries with the same handicap in different flights.

When the number of entries (individuals or teams) is more than 60 the field is split into 3 flights. Usually the Club Championship is the only tournament with 3 flights.

CARDOFFS

In the event of gross/net ties among two or more teams/individuals the ties are broken in the following order (per USGA Handicap book):

1. *Best back nine.
2. Best back six, holes 13-18.
3. Best back three, holes 16-18.
4. Best last hole.
5. Best last 2 holes, etc.

*For a 2 round event (Club Championship) the first tiebreaker is the second round score.

PAYOUTS

The basic rule is the top third of the field is in the money. All payouts (except skins) are script in the proshop. Script can be used to buy equipment, golf balls or apparel. Script cannot be used to play for rounds of golf.

For all individual events there are 2 gross winners and a variable number of net winners in each flight.

For the Christmas Tournament and the 4 man better ball (1 gross, 2 net) there are no gross payouts.

For all other team events there is one gross payout per flight.

The available money is split according to the following formula:

1st gross – 100 units (if applicable)

1st net – 100 units

2nd gross – 70 units (if applicable)

2nd net – 70 units

3rd net – 50 units

4th net – 40 units

5th net – 32 units (each lower place is 80% of the previous place)

Minimum payout is \$15.

Example – Individual tournament with 20 players in flight.

Entry fee is \$10 per player, the club adds \$1 per player. Total is \$220.

For the 7 places there are (100+100+70+70+50+40+32) 462 units.

$\$220/462 = .4762$, so 100 units = \$47.62

The payouts are rounded to whole dollars, the result is:

1st gross and net = \$48 each

2nd gross and net = \$33 each

3rd net = \$24

4th net = \$19

5th net = \$15

CTP

The club adds \$2 per player for CTP money at each tournament. Thus each closest to the pin is worth \$.50 times the number of players entered. The CTP payouts may be changed for special tournaments such as the Club Championship and Christmas Tournament.

SKINS

Skins are optional and are handled separately by the tournament committee.

CLUB CHAMPIONSHIP

This is a 2 day tournament with a higher entry fee and several special awards. The payout is determined based on the number of entries based on the guidelines for normal tournament payouts.

The club champion (lowest gross over 2 days) receives 1st gross money in the flight, a TBD bonus for winning the club championship and a paid entry to an SCGA tournament for club champions.

The senior club champion (lowest gross over 2 days among seniors, **club champion is not eligible**) receives 1st gross money in the flight, a TBD bonus for winning the senior club championship and a paid entry to an SCGA tournament for senior club champions.

In each flight there are 2 additional payouts for the best net scores on the second day for players whose 2 day score did not finish in the money. This is an incentive for players who had a bad first round to play the second round.

PRESIDENTS CUP

The President's Cup is a match play event with a normal entry of 50 to 60 players. In recent years the entry fee has been \$20.

The payout is based on the following premises:

1. Payout for losing 1st match is \$0. Same for 1st round loss or bye and 2nd round loss.
2. Payout for winning 1 match is \$10. Payout is same for winning 1st round and 2nd round loss or 1st round bye, 2nd round win and 3rd round loss.
3. Payout for winning 2 or more matches is based on final ranking.
4. The award for winning a match increases with each round.

Example – With 64 entries, total payout is \$1280.

1st - \$210

2nd - \$150

3rd – 4th - \$100

5th – 8th - \$60

9th – 16th - \$30

1 win - \$10

This adds up to $(210 + 150 + 2*100 + 4*60 + 8*30 + 16*10) = \1200 . Thus an additional \$80 would be distributed among the top 8 places. In previous years the exact payouts were determined as soon as all 3rd round matches that affected the payouts were completed.