

18 Hole Rules for All Contests

(Except where indicated in select weekly contests)

Players pick up their ball once they reach their maximum score, which is net double bogey. Net double bogey = Par + 2 + the number of dots for that hole indicated on your pre-printed scorecard. 12-inch putts may be given.

9 Hole Rules for All Contests

(Except where indicated in select weekly contests)

At each hole pick up your ball once you meet your maximum strokes per your handicap. Your maximum is net double bogey for each individual hole. Net double bogey = Par + 2 + the number of dots for that hole indicated on your pre-printed scorecard. 12-inch putts can be given. When you have completed your 9 holes, total your score for the round and turn in your preprinted scorecard to the appropriate bin in the ladies' lounge. Ladies who do not have an established handicap must pick up their ball once they have reached par plus 5 strokes on any hole, and indicate that score on the preprinted scorecard.

Alphabetized Weekly Contest Descriptions

Beat Net Par

Scorecards will be provided showing how many strokes you get for each hole. Compare your net score to par on each hole. Write both your gross and net score on the scorecard for each hole.

- If your net better ball beats par, then you win the hole (+)
- If your net better ball equals par, then you push the hole (no mark)
- If your net better ball is worse than par, then you lose the hole (-)

At the end, total your pluses (+), and minuses (-) and record your final cumulative score.

Blind Holes

Play your regular game and determine your gross score. When you finish, you will be informed which holes to exclude in your scoring for the tournament. 9 holers will exclude 3 holes and 18 holers will

exclude 6 holes.

Cha Cha Cha

This is a unique tournament format played with threesomes.

- On Hole 1, you count the best net ball of the threesome.
- On Hole 2, you count the best net 2 balls of the threesome.
- On Hole 3, you count the best net 3 balls of the threesome.

The process then repeats so that we are back to counting the best net ball on the 4th hole, best net 2 on the 5th hole, and so on.

Charity Day

Players who donate to a chosen local charity participate in “mini-competitions” throughout the course.

Fairways and Greens

Play your regular game and calculate gross scores. You get a point every time your DRIVE lands in the fairway, except on par 3's, you only get a point if your tee shot lands on the GREEN.

On par 4's, you can also get a point if you are on the green in regulation (after your 2nd stroke).

On par 5's, you can also get a point if you are on in regulation(after your 3rd stroke).

Keep track of your points. The player with the most points wins.

Finders, Winners

Start play with a ball clearly marked with an identifying symbol. When you lose that ball, write down on what hole and what shot the ball was lost (i.e., 14th hole, 2nd shot). The winner is whoever plays the most holes with the original ball. Ties will be broken on a low net basis.

Finish 18 (or 9) to Win – Weather Permitting

18 holers must finish all 18 holes. 9 holers must finish the front nine. The pot is \$55. All players who complete 18 (or 9) holes will split the pot in whole dollar amounts. No one finishes, RLGA keeps the money. Sound easy? Average high is 59 degrees.

Record low is 26 degrees. And it's a Tuesday, so rain probability is

high. 9-Holers will be splitting a separate \$55 pot.

Flag Contest

Each player will be given a flag at the beginning of the tournament. Your name and magic number will be recorded on the flag. Your magic number is your handicap plus course handicap (73 for 18 holers, 35 for 9 holers). So, if your handicap is 27 your magic number would be 100 (27 + 73). Keep track of all strokes played.

When your number of strokes equals your magic number, plant your flag, **IN THE ROUGH ON THE LEFT SIDE OF THE FAIRWAY, NO CLOSER TO THE PIN THAN WHERE YOUR BALL LANDED.**

If your ball went into the woods on the right, still plant your flag next to the fairway to the left. Improperly placed flags will result in disqualification. So, no bunkers, greens, tee boxes, etc. If you still have your flag at the end of 18 holes, write and circle your final score on the flag and place in box provided on Odeen's deck. Have fun!

Four Clubs and A Putter

Play the round with your choice of four clubs and a putter. Scores will NOT be posted to the GHIN system as there were club quantity restrictions.

If Only

Winner is determined by gross score minus the score of the "worst" hole and minus your full handicap.

Lone Ranger

Every hole, one player is assigned to be the Lone Ranger.

- On the 1st hole, player in position 1 in the pairings will act as the Lone Ranger.
- On the 2nd hole, player in position 2 in the pairings will act as the Lone Ranger.
- On the 3rd, player in position 3. The cycle then repeats throughout the rest of the round.

When playing this format, you will count the Lone Ranger's ball as well

as the best ball of the other 2 players. So, two balls will be counted on each hole.

Lone Wolf

Each player on a team plays her own ball on the first hole and the team then decides which net ball of the three to count as its score for that hole.

Low Gross/Low Net

On your preprinted scorecard indicate both your gross (actual) score and your net score (gross score minus your handicap). Players pick up their ball once they reach their maximum score and 12-inch putts may be given. All weekly contests will follow these rules, unless otherwise noted.

Mix & Mingle Tournament

This is a FUN social event for all of RLGA.

All members (9 and 18 holers) are invited to participate in this best ball format. This is a themed event, so feel free to join us and get involved. Golfers should arrive between 7:00 and 7:15 a.m. to check-in, pay normal greens and cart fees before going to assigned carts for their 7:45 shotgun start. Carts are required. There will be some unusual skills and fun challenges on the 18-hole course for the participants. At the end of play, there is a luncheon where prizes are awarded to winners for the crazy skills, as well as raffle prizes. There will be an additional fee to cover the cost for the lunch and prizes. This year the tournament will not have a rain date.

Please come and join us for a day of FUN!!!

Scores will NOT be posted to the GHIN system.

Par 3's Are Free

Play your regular game and calculate your gross score. Winner will be determined by subtracting your Par 3 scores from your total gross.

Presidents' Cup Day 1

Check your potential - What is a great round for you? Individual scorecards will be used. Play your regular game, but do not pickup

once you have reached your maximum score. The only exception is if you are having a horrible hole and elect to use your score from Day 2 as your hole score.

Presidents' Cup Day 2

Try to beat each of your individual hole scores from Day 1. Add up your individual lower scores from each hole and record on scorecard. Remember to pick up your ball when you cannot beat your score from Day 1.

Scramble

1. A scramble means that all team members tee off on each hole and then decide which tee shot they like the best and mark the spot with a tee or ball marker.
2. The other team members pick up their balls and place them within one club length (no closer to the hole) of the marked spot. Each team member hits their next shot from the chosen spot.
3. This procedure is followed on every shot for the remainder of the hole, including putts. The ball should be marked on the putting green.
4. Putts need to be placed within 3 inches of the marked spot (no closer to the hole). The first ball to go in the hole is counted for the team score.
5. You may lift, clean, and place your ball within one club length on the selected shot; however, you may not move your ball out of a hazard (including bunkers), out of the rough, from the fairway or rough to the apron, or from the apron to the green.
6. If your ball is not in the hole after 9 strokes pick up your ball, give yourself a score of 10 on your score card and move onto the next hole.

Split Sixes Match Play

Players play their regular game. Players receive points based on their net score for each hole. Players need to play out each hole per RLGA rules, pick up once that have reached their max and give 12-inch putts.

Six points are available on each hole with four points being awarded to the player with the best net score, two points for the second-best net score, and zero points to the player with the worst net score.

If there is a tie for the best net score, then the points are divided evenly 3-3-0 or 2-2-2 depending on whether it was a two or three player tie.

If there is a tie for second place, then the points are divided up 4-1-1. The only exception is if you were not in the hole once you reached your maximum, you automatically get 0 points on that hole.

Twosome tee times cannot participate and should record only their gross scores.

Three Person Best Ball

Record your gross and net scores. Total the lowest net score for each hole. Stroked cards will be provided. 80% of your handicaps used for this team tournament.

Your Threesome is Your Team

Play your regular game. Winner is determined by totaling up the gross scores of your threesome. Subtract the total of your handicaps to determine your threesome's total net score.

Prizes awarded based on your team's total net score. A blind partner will be assigned to teams that only have two members.

The player whose score is counted cannot be counted for the next two holes. Thus, on hole 2, only two net scores are eligible for scoring. Leaving one eligible net score (the Lone Wolf) on the 3rd hole. This three-hole pattern is repeated throughout the 18 holes.

On the 4th hole, the team again decides which net ball to count as its score for that hole. And on hole five only two scores are eligible for scoring, leaving one eligible score (the Lone Wolf) on the 6th hole.

If you need to pick up your at your max, you can still use this score as your team score.

Note, it is possible that a player may never be the Lone Wolf and the order in which scores are counted does not need to remain the same throughout your round.

Twosome tee times cannot participate and should record only their gross scores.