

Welcome to Tampa (Innisbrook) 2016

Date	Course	First Tee Time	Event	# Golfers
10/2/16	Island	8:12am	Better Ball	16
10/3/16	North	8:04am	Indiv #1	17
10/6/15	North	8:21am	Indiv #2	17
10/7/15	Copperhead	8:21am	Indiv #3	17
10/8/15	Copperhead	8:21am	Indiv #4	17
10/9/15	Island	8:21am	Ryder Cup	16
10/10/15	Copperhead	8:04am	DGA Indiv	7

Tournament Rules

USGA Rules will be in effect. Touch ball only if local rules permit or the Committee deems it necessary.

Balls in truck or cart paths – **FREE DROP**

Lost Ball or Out of Bounds:

Lost Ball – Hit Provisional Ball under USGA Rules or drop ball in vicinity where ball was lost – **2 Stroke Penalty**

Out of Bounds – Hit Provisional Ball under USGA Rules or drop ball in vicinity where ball went Out of Bounds. Take 2 club length drop from the Out of Bounds stakes not nearer to the hole – **2 Stroke Penalty**

Plugged or Lost Plugged Ball – FREE DROP. This is only if ball disappeared in an open area, not in the woods, heavy rough etc.

All balls during the 4 Day Individual Tournament must be holed out or face disqualification.

Player partner decisions will prevail. **DO NOT BRING PROBLEMS BACK TO THE HOTEL.**

Please keep 4 score cards and return to the committee in charge:

2 Tournament Gross (one will be for Blind Skins) DGA Gross DGA Net

See Handicap Sheet for the Tees that we will play each day..

Good Luck to everyone! Remember we are friends on a golf vacation. Please don't take the game too seriously and ruin the vacation for the rest of the group. And above all, be honest with yourself, with your friends and with your fellow competitors!!!

Special Event Rules

Better Ball

Teams will be comprised of an “A” Man and a “B” Man. Each player plays his own ball. Best Net Score is posted for each team.

4 Man Scramble

Teams will be comprised of “A”, “B”, “C”, “D” players as determined by lowest to highest handicap. Teams will be selected by draw.

If the number of players is not divisible by 4, the number of D players available will be reduced. One or more teams may play with only A, B and C players.

No Handicaps will be used.

Each player will tee off. Team will select one of the shots and each player will play shot from that point within 1 club length. Preferred Lies in effect. Play will continue in a similar fashion.

Players may not hole putts out of sequence or that will count as the score for the team. For example, both players are putting for 4. Player A misses putt. Player A must mark the ball. If Player A continues to play, Player B’s ball is taken out of play.

Team must use 3 tee shots by each player if there are 4 members on the team. If any team has less than 4 players, the rules will be changed as follows:

- Each member on a 3 player team must use 4 tee shots.
- 3 player teams will have the “B” Man play an extra shot (including putts) on the Odd Numbered holes. The “C” Man will play an extra shot (including putts) on the Even Numbered holes.

Teams will tee off from the White Tees. If a bogey is made, the team plays the next hole from the Red Tees. If a par is made, the team plays the next hole from the White Tees. If a birdie or better is made, the team plays from the Blue Tees.

Gross Score for the team will be posted on the card.

Blind Skins

Every player will contribute \$18 (\$.25 per hole in the 72 hole tournament). Low Net Score will determine the winner of a hole. One tie all tie. If a hole is tied, money will be carried over to the next hole. Handicap shots will be determined from the LOW Handicap Golfer. For example, if Player A is a 10 and Player B is a 15, Player B will get shots on Handicap Holes 1,2,3,4 and 5.

Ryder Cup

This event will combine two of the events that are played during the Ryder Cup. Foursomes will play nine (9) holes of Individual Match Play (Front 9) and 9 Holes of Match Play Bessie-Aggie (Back 9). Each foursome will play for 4 points.

Match Play Bessie - Aggie – Each player hits and scores on their own ball. Handicap is derived from the low handicap in the group. Players will receive the number of shots based on the difference between their handicap and the low handicap in the group. For example, if player A is a 10 handicap and Player B is a 20 handicap, Player B will receive 1 shot on the holes handicapped as 1,3,5,6,9 (if the front nine is the odd side). The team which is ahead after nine (9) holes (1-9) will be awarded two (2) points in the Ryder Cup competition. Ties will count as one (1) point for each team.

Individual Match Play – The competition will be played as Match Play with the lower handicap player “giving” shots to their opponent based on the hole handicap. A hole will be awarded to the player with the lower score after deducting any shot(s) on the given hole. The player who is ahead on hole count after nine (9) holes (10-18) will be awarded a point in the Ryder Cup competition. Ties will count as ½ point per team.

Team Selection – The Teams will be defined by “North (Blue)” and “South (Red)” and will be based on geographic location of their primary residence.

Each Team will elect a “Team Captain”. It will be the Team Captain’s responsibility to determine:

- 2 Man Better Ball Team – no restrictions on pairings. Team can consist of 2 “A” Men or 2 “B” Men or an “A” and a “B” Man.
- Order of Tee Times – “Blue” Team will slot their 1st Better Ball team. “Red” Team will have the opportunity to submit a team to “match up” against the “Red” Team. This will be the order for Tee Times 1,3,5,7. Tee Times 2,4,6 will be reversed with the “Red” Team submitting their 2 Man Better Ball team first.
- Individual Match Play – “Red” Team will submit the Individual Match Play pairings in groups 1,3,5,7. The “Blue” Team will submit the Individual Match Play pairings in groups 2,4,6.

In the case where there are not enough players to make all twosomes/foursomes, we will split into twosomes or threesomes as needed. The “middle” person will be assigned to a team based on their residence proximity to the teams.

Example 1 – If there are 25 players, the middle player will be assigned to one of the teams based on the relative proximity of their primary address. Therefore one team will have 13 players and the other team will have 12 players. Matches will be set up as follows:

- One twosome – 1 North vs 1 South – they will play straight Match Play for 2 points (1 point on the Front 9, 1 point on the Back 9). If the players are tied at the end of 9 holes, each player will be awarded ½ point.
- One threesome – 2 South vs 1 North – the 1 North Player will play a combination of matches. North will play South1 on the front 9 for 1 point and South2 on the Back 9 for 1 point. There will be a total of 2 points available in this type of Match.
- Five Foursomes – 2 North vs 2 South – standard Ryder Cup format. Teams will play 2 Individual Matches of 1 point each on the Front 9 and Bessie / Aggie for 2 points on the Back 9.

Example 2 – If there are 27 players, the middle player will be assigned to one of the teams based on the relative proximity of their primary address. Therefore one team will have 14 players and the other team will have 13 players. Matches will be set up as follows:

- One threesome – 2 South vs 1 North – the 1 North Player will play a combination of matches. North will play South1 on the front 9 for 1 point and South2 on the Back 9 for 1 point. There will be a total of 2 points available in this type of Match.
- Six Foursomes – 2 North vs 2 South – standard Ryder Cup format. Teams will play 2 Individual Matches of 1 point each on the Front 9 and Bessie / Aggie for 2 points on the Back 9.