

# Rules of Play Golf Outing 2012

Team reservations will be held to **one hundred forty four (144) players or 36 teams**.  
Definition of a reservation = Team Captain named and team paid in advance by check or credit card.

Players can then be named up to two weeks prior to event. In addition, we will take reservations for two (2) additional teams of players willing to be split up to play in a standby mode to cover NO show slots.

The above 36 teams will be split up to create three (3) groups of twelve (12) teams each, all groups of 12 to be awarded 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> place trophy for each player on the winning team. As always we will also award a trophy for the Last Place Team of the over all golf outing or the complete field.

- Leather putts - pick up the ball if it is inside the "leather" ( that is between the putter grip and the putter face of a standard putter)
- Mulligan's - NO Putting Mulligan's – Mulligan's can be shots from the tee box, in the fairway or fairway to green
- Looking for lost balls. Let them go – that's one of the reason you were given balls to play with!
- The drink carts are here by discontinued - Drinks will be available **FREE** of charge - to restock your golf cart coolers with soft drinks, water, and domestic beer every three holes all the way around the complete course.

To make our event **MORE COMPETITIVE** the following rule will be implemented: Eighteen (18) hole Florida Scramble. Drives are made from the tee box, players select the best ball in the fairway, **the selected shot will eliminate that player from the next shot**. second shot is made to the fairway or green, again the best ball is selected to be shot to the green or putted if on the green to the hole, and again after each shot the players selected shot eliminates that player from that round of shots.

**All golfers will tee off on their first (1<sup>st</sup>) hole from the **White** member tees. If the team birdies that hole they move back to the next longer tee marker **GREEN** on their next hole making the hole play longer and more difficult. If the team pars a hole they stay at that tee marker they are currently at. If the team bogeys the hole they would move up to the next marker. On Deerwood the following tees will be available – Black, Green, **White**, Gold, or Red.**

As you play the round, the better teams will birdie and may eventually move all the way back to the BLACK Tee's and birdies would be then more difficult to achieve. These teams can only move up to a closer tee if you bogey the hole. The teams with less ability to birdie may bogey often and move all the way to the most forward tee. Playing from the Black tee and Green tee will generate lots of pars and only a few birdies for the better players.

Golfers that play seldom will enjoy this event with more opportunities to make birdies and the advanced golfer's will find it more challenging and more difficult to make birdies from the back tees.

Normally at events like this you will see scores are much closer grouped. No runaway teams at 15+ under par.