

SENIOR CONTEST RULES

Handicap System

The handicaps are calculated and maintained by the Lafortune Golf Course personnel. Scores are entered into an online system which tracks the course, course rating, etc. The handicap is based on the best 10 of the last 20 rounds of golf at each course. LaFortune and South Lakes will enter the scores immediately after the score card is received.

Registration Rules for Tournaments to be Played at LaFortune and South Lakes Golf Courses

1. All members who have played at least 5 rounds in Association play and have a handicap as provided by the Association, and wish to participate in any tournament, are urged to register in accordance with the registration rules that will be provided and made available prior to each tournament.
2. An eligible member must be registered to play in a tournament, which is scheduled to be played on a Friday, by 5 PM on the Wednesday prior.
3. Any member who is not eligible to play, or who did not register in accordance with the rules, may play golf that day if there is space available, but the member can not participate in the tournament, or be eligible for any prize. Note: this does not apply to Scramble tournaments.
4. No unregistered members may play within any of the participating groups during a Scramble tournament, but may play in a group not participating in the tournament if space permits.
5. Applicable only to Scramble tournaments, any non-registered member who is eligible may enter his name with the Tournament Director who may at his discretion enter the member into the tournament provided the member's handicap matches that of the absent member of the group which does not have four members.

The Scramble

(Played at the Meadowbrook Country Club)

Two flights of four men teams are paired so the handicap of each team is as equal as possible. If necessary to play a three man team, a fourth shot will be taken, alternating by hole and by each of the three players for the entire round. (Player #1 will take all of the 4th shots on hole #1 -- Player #2 will take all the 4th shots on hole #2 --Player #3 will take all the 4th shots on hole #3--then alternating such throughout the 18 holes).

Note: The second shot to be taken must not be immediately following the first shot of the player, but must be taken after the other player's shots, and such shot will be considered that of the absent player.

All senior player drives will be taken from the White tees, and those of non-senior guests will be taken from the Gold tees.

- (1) Each man will drive from each tee. A total of four drives.
- (2) The best drive will be selected by the team members. The spot of the selected ball's lie will be marked.
- (3) Each player will play his next shot from the point.
- (4) Play will proceed as above until the ball is holed out.
- (5) At least 4 (four) drives, off the tee, of each player ,will be used for the 18 holes.

This includes the absent players' drives in a three man team. At least one 4th man drive of each player in the three man team must be used in establishing
the absent players 4 drives.

When the FIRST BALL drops into the cup, play stops and the score is posted as the teams score for that hole.

- (6) Ties will be decided by a sudden-death play-off on the score cards in reverse order beginning with hole #18.
- (7) Team scores only will be entered on the score cards furnished, and the completed cards turned in to the Tournament Director. A mark will be made on the score card under each hole indicating which players drive from the tee was used. Use the fourth space on the card to mark the absent player's drive in the event of a three man team .

Note that Mulligans are not allowed, but putts "within the leather" on a standard putter are considered as "Gimmies". The League's playing rules apply to this tournament, with attention to the "Leaf" rule if

conditions warrant. **Upon the completion of play, please turn in your completed card to the Tournament Directors, who will be in the vicinity of the club's main entrance.**

STROKE PLAY TOURNAMENT

THIS IS AN INDIVIDUAL EFFORT, NOT A TEAM EVENT. YOU ARE PLAYING AGAINST THE OTHERS IN YOUR FLIGHT.

Players are divided into four flights by handicap. (Some handicap numbers may be used in two flights due to evening out the numbers in each flight. Consider this the "Luck of the draw".

The low handicap player in each flight will play from scratch. The other players in the flight will have their handicaps reduced by the amount of the low handicap. This determines the number of strokes they will deduct from their score. The holes where a stroke is to be deducted will be indicated by a red dot. The net score for each hole will be the actual strokes taken minus one stroke on each 'Red Dot' hole. There is no special sign-up for this tournament. Each player will play at the time he has registered on the "Sign-up" sheet for that day.

Score cards will be prepared for the players in each time slot. The score card for each time slot will show each player, as signed up, and will indicate each player's flight and the number of strokes to be deducted from his gross score "Red Dots".

Score cards will be turned into the Tournament Directors after the round. They will post the net scores for each player. In case of a tie there will be a play off starting with the 9th hole and in reverse order

1. NO MULLIGANS

2. GIMMEES ARE ALLOWED

3. COUNT ALL STROKES

1. 1st place in each flight will receive a \$25 gift certificate.

2. 2nd place - \$20

3. 3rd place - \$15

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INSTRUCTIONS FOR THE STABLEFORD TOURNAMENT

This is an individual effort. Players play as they are signed-up. Each player's quota was arrived at by deducting his handicap from 54. (No handicap in excess of 36 was used to determine a player's quota).

This tournament is based on the best performance of each player relative to his quota.

Players will be divided into (4) four flights of similar handicaps. There will be three winners in each flight. First place is \$25, Second is \$20 and Third is \$15. Your Tee Time, Flight assignment, Handicap and Quota are shown on the scorecard. Your actual score is to be recorded on one line of a scorecard, and the earned points recorded on the line just below. The earned points are determined as follows:

Points Score

- 1 Double Bogey
- 2 Bogey
- 3 Par
- 4 Birdie
- 5 Eagle

The final score will be the number of points scored for the entire round deducted from the player's individual quota. Ties will be decided by a play-off on the scorecards starting with hole #10, and then in forward order one hole at the time until a winner is determined.

There may be members playing who have not yet played at least five rounds at the designated courses on scheduled playing days to receive a handicap. These players are not eligible to participate in the tournament, but may play. Those players need to make sure a separate scorecard is turned in to the regular Senior depository to get credit for the round played.

Note that Mulligans are not allowed, but putts "within the leather" on a standard putter are considered as "Gimmies".

Upon the completion of play, please turn in your completed card to the Tournament Directors in the Restaurant

SKINS GAME

Players have been divided into four flights by handicap. Some handicap numbers may have been used in two flights, consider that the "Luck of the Draw". This is an individual effort in each flight, not a team event. The player with the lowest handicap in each flight is playing from scratch. The other players in that flight will have their handicaps reduced by the amount of the lowest player's handicap to arrive at their net-handicaps. This difference will determine the number of strokes each player will receive in

order to reduce his gross score to his net score. All strokes are to be counted on each hole, there will be no maximum.

Each person will play at the time he has registered on the sign-up sheet, and with those players who are registered with him. There will be no special sign-up for this tournament. Score cards will be prepared for each foursome indicating each player's flight and net-handicap. (For example, C-4, would refer to the C flight and a net handicap of 4 strokes). Red dots will be entered on the card to indicate the holes where strokes will be given for each player. The net score for each hole will be the actual number of strokes taken, less one stroke if a red dot is shown. **Net scores are to be posted for each hole, and totaled for or each side, and the entire round**

The player, within each flight, making the lowest Net score on each hole will be awarded a SKIN. In the event there are two or more matching lowest net scores for a hole, then there will be a carry over to the next hole. One Tie-All Tie. That player who makes the lowest net score on any hole will win a skin for that hole, and will also win a skin for each preceding carry over hole. The Tournament Directors will determine the skin winners for each flight after all of the net scores have been posted. There will be no play offs in the case some of the skins are not won.

Senior Association rules will apply. Note that Mulligans are not allowed, but putts "within the leather" on a standard putter are considered as "Gimmies". All strokes taken are to be entered on the score card. Each skin will be awarded \$5, and will be given in the form of gift certificates. All of which will be mailed to the winners.

Upon the completion of play, please turn in your completed card to the Tournament Directors in the Restaurant. The card will be presented to the Tournament Director who will enter the scores on the individual flight boards.

THE SCRAMBLE

Two flights of four men teams are paired so the handicap of each team is as equal as possible. If necessary to play a three man team, a fourth shot will be taken, alternating by hole and by each of the three players for the entire round. (Player #1 will take all of the 4th shots on hole #1 -- Player #2 will take all the 4th shots on hole #2 --Player #3 will take all the 4th shots on hole #3--then alternating such throughout the 18 holes). **Note:** The second shot to be taken must not be immediately following the first shot of the player, but must be taken after the other player's shots, and such shot will be considered that of the absent player .

1. Each man will drive from each tee a total of four drives.
2. The best drive will be selected by the team members. The spot of the selected ball's lie will be marked.
3. Each player will play his next shot from the point.
4. Play will proceed as above until the ball is holed out.
5. At least 4 (four) drives, off the tee, of each player ,will be used for the 18 holes. **This includes the absent players' drives in a three man team. At least one 4th man drive of each player in the three man team must be used in establishing the absent players 4 drives.**

When the FIRST BALL drops into the cup, play stops and the score is posted as the teams score for that hole.

6. Ties will be decided by a sudden-death play-off on the score cards in reverse order beginning with hole #16.
7. Team scores only will be entered on the score cards furnished, and the completed cards turned in to the Tournament Director. A mark will be made on the score card under each hole indicating which players drive from the tee was used. Use the fourth space on the card to mark the absent player's drive in the event of a three man team .

Note that Mulligans are not allowed, but putts “within the leather” on a standard putter are considered as “Gimmies”.

The members, not the Tournament Directors, of the team are responsible for the accuracy of the score card, and that the tournament rules have been followed. If you do not understand the rules, please ask one of the Tournament Directors prior to teeing off.

THE SHAMBLE

The **Shamble** is a combination of a scramble and stroke play.

As in a scramble format, everyone on the team tees off and the best shot is selected. All players move their golf balls to within **one club length** of the best tee shot. Instead of continuing on with the scramble format, the hole is then **completed with individual stroke play** playing their own ball from this point forward.

Note - you may not improve the condition of the lie for your second shot (ex. A player may not move his ball from the rough to the fairway)

In summary, select the best shot off the tee, move all the golf balls to that spot, then play individual stroke play from this point until each member of the group has holed out.

Each team will consist of an A, B, C, and D player

1. Every player will tee off on each hole.
2. The best tee shot will be selected by the team members. The spot of the selected ball's lie will be marked.
3. Each player will play his next shot from this point.
4. Players will then proceed playing their own ball until completion of the hole.
5. **At least four tee shots** from each player **must** be used in the course of 18 holes. (In the event a team has only 3 players, at least five tee shots must be used by each player.)
6. This is a TEAM contest and the **2 best scores** for each hole will be counted.
6. Ties will be decided by a sudden-death play-off on the score cards in reverse order beginning with hole #16.
7. Team scores only will be entered on the score cards furnished, and the completed cards turned in to the Tournament Director. A mark will be made on the score card under each hole indicating which players drive from the tee was used.

Note that Mulligans are not allowed, but putts “within the leather” on a standard putter are considered as “Gimmies”.

The members, not the Tournament Directors, of the team are responsible for the accuracy of the score card, and that the tournament rules have been followed. If you do not understand the rules, please ask one of the Tournament Directors prior to teeing off.

Upon the completion of play, please turn in your completed card to the Tournament Directors in the Restaurant

Club Championship Tournament

The LSLMSGGA Championship Tournament will be played during the months of September and October. To qualify for this tournament you must have an established handicap. Qualified players will be divided into four flights. The format will be a 72-hole “stroke play” tournament consisting of the best two games

played at LaFortune, and the best two at South Lakes. All rounds of golf must be played on days shown on the schedule and must be played with a least one other member.

Association playing rules apply.

1. Mulligans are not allowed.
2. "Gimmies" are allowed. (Putts within the leather on a standard putter are considered "Gimmies")
3. All strokes will be counted. There is no maximum number.
4. Players are responsible for the accuracy of their score cards.
5. Handicaps established as of the last play date at both LaFortune and South Lakes before the first scheduled play date for the Club Championship Tournament will be used for the for the entire Club Championship Tournament. (Handicaps will not be adjusted during the period of the Championship .)
6. Ties will be played off using the last best round played at LaFortune starting with hole hole #1.

The low GROSS and low NET winners will be the Club Champions and will each receive a \$50 Gift Certificate. The Club Champions will not be eligible to win in any of the flights.

1st place winners in each flight will receive a \$35 Gift Certificate.

2nd place winners a \$30 Gift Certificate.

3rd place winners a \$25 Gift Certificate.

The winners will be announced and presented with their Gift Certificates at the Annual Club Breakfast.

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