## CEDARCREST SENIOR MEN'S CLUB

## Member Rules for Weekly Competitions:

* We play on Mondays and Thursdays (holidays typically excluded) and the entry fee for each competition is $\$ 5$. The four Field Day Competitions have a $\$ 10$ entry fee.
* A block of tee times is made available to our club on Mondays and Thursdays mornings. By booking your tee time at the club starting time you have agreed to a random selection of playing partners. You may select your playing partners and enter the club competition by booking a time prior to the club's start time. Tee times subsequent to the club starting time may not enter the competition.
* Competition payouts will be gross and low net. (Gross payout depends on field size $>12$ )
* Participants must:
$>$ Be a member in good standing.
$>$ Play on the day of the stated competition.
$>$ Enter the competition at the pro shop before playing.
$>$ Adhere to USGA and competition rules.
$>$ Play or be accompanied by another club member.
* To qualify for awards participants must turn in a score card that meets USGA standards:
$>$ Each player's first initial and last name legibly written.
$>$ The total strokes played by each player noted for each hole.
$>$ The card is signed by the scorer and attested to by a club member.
* Associates may enter the competition if they have a USGA handicap and a paid associate membership.
* Scoring totals may be checked by the scoring committee and if corrections to the scoring are made they will be posted prior to the next competition.
* All awards will be logged in by the pro shop and will be redeemed in pro shop merchandise.
* Awards for the weekly competition are to be distributed per the awards table posted in the pro shop and online in the Cedarcrest Golf Genius Club Portal.


## CEDARCREST SENIOR MEN'S CLUB

## 2020 Competition Rules:

## 18 Holes Single Stroke Play (GHIN scored):

* Combined White \& Red Tee Tournament
* Current full course handicaps are applied to each player
* Competition payouts will be gross and low net depending on the format. Nassau and Stableford scoring pays gross and net tournaments. (Gross payout depends on field size $>12$ )
* Competition Formats:
> 18 holes
$>18$ holes Stableford
$>18$ holes Nassau scoring
> 18 holes Stableford Nassau scoring
$>$ Front Nine holes only
> Back Nine Holes only
> Odd Number holes only
> Even number holes only
$>$ Nine lowest H.I. holes only
> Nine Highest H.I. holes only
$>$ Nine hidden holes randomly selected


## 18 Holes Doubles Stroke Play (GHIN scored):

## * 2-Man Best Ball:

$>$ Two competitors playing as partners, each playing his own ball. The lower of the partner's score is the score for the hole.
$>$ Strokes- Each player receives full course handicap. Strokes are taken where they fall on the scorecard. The maximum of 10 strokes between partners is recommended.
$>$ Combined White \& Red Tee Tournament
$>$ Team Competition payouts will be gross and low net. (Gross payout depends on field size >12)

## * 2-Man Stableford

$>$ The scoring in Stableford competitions is made by points awarded in relation to a fixed score (Par).
> Strokes- Players use full course handicaps and strokes as they are allocated on the scorecard. The maximum of 10 strokes between partners is recommended.
$>$ Points- Double Bogey or worse $=0$, Bogey $=+1$, Par $=+2$, Birdie $=+3$, Eagle $=+4$, Double Eagle $=+5$, Triple Eagle/Hole-in-one $=+6$
$>$ Played as both a best ball and total team score formats.
$>$ Combined White \& Red Tee Tournament
$>$ Team Competition payouts will be gross and net

## * 2-Man Team Total score

* Two players form a side, each plays his own ball and the combined total score for the round is the score for the side.
$>$ Strokes- Partners receive full combined course handicaps and strokes as they are allocated on the scorecard. The maximum of 10 strokes between partners is recommended.
> Combined White \& Red Tee Tournament
$>$ Team Competition payouts will be gross and low net. (Gross payout depends on field size $>12$ )


## 18 Holes Special Competitions (non-GHIN scored)

## 2-Man Scramble

$>$ Each player must have 3 drives per 9 holes of which one must be on a par 3 and they must be recorded on the scorecard. The lower of the partner's score is the score for the hole.
$>$ Each player drives his ball. The best tee shot as determined by the team is selected and both team members play their second shot from that location within one club length.
$>$ Continue this format until the ball is holed out. The first ball in ends the hole.
$>$ One putter head width only is allowed for placement on the green.
$>$ Strokes- 10 strokes between players is preferred. $50 \%$ of the total handicap to be used.
$>$ Combined White \& Red Tee Tournament
$>$ Team Competition payouts will be gross and low net. (Gross payout depends on field size >12)

## - 2-Man Shamble

$>$ Player A and Player B are a team and each team member will tee-off on every hole.
$>$ The best tee shot as determined by the team is selected and both team members play their second shot from that location within one club length.
$>$ Each team member then continues to play their own ball for the reminder of the hole until it is holed out.
> Each player must have 3 drives per 9 holes of which one must be on a par 3 and they must be recorded on the scorecard.
> The team score is the total of both players scores.
$>$ Each player gets their full course handicap.
$>$ Combined White \& Red Tee Tournament
$>$ Team Competition payouts will be gross and low net. (Gross payout depends on field size >12)

## 2-Man Trifecta

> Holes 1-6 (Scramble)

- Each player drives his ball. The best tee shot as determined by the team is selected and both team members play their second shot from that location within one club length.
- Each Player must use at least two drives
- Continue this format until the ball is holed out. The first ball in ends the hole.
> Holes 7-12 (Best Ball)
- Each player plays their own ball into the hole tee to green.
$>$ Holes 13-18 (Modified Chapman)
- Each player drives his ball. For the second shot, Player A hits Player B's ball and B hits A's ball
- On par 3 holes the best shot is selected and that ball is played.
- Select one ball position from which to play,
- If player A's ball is selected, B plays the next shot.
- If player B's ball is selected, A plays the next shot.
- Continue alternating shots with one ball until holed.
$>$ Strokes- 10 strokes between players is preferred. The handicap index will be modified based on which format. Scramble 50\%, Best Ball net, Alt-Shot 60/40 Chapman.
$>$ Combined White \& Red Tee Tournament
$>$ Team Competition payouts will be low net.


## 2-Man Alternate Shot (Modified Chapman)

- Each player drives his ball. For the second shot, Player A hits Player B's ball and B hits A's ball
- On par 3 holes the best shot is selected and that ball is played.
- Select one ball position from which to play,
- If player A's ball is selected, B plays the next shot.
- If player B's ball is selected, A plays the next shot.
- Continue alternating shots with one ball until holed.
$>$ Strokes- 10 strokes between players is preferred. The handicap index will be modified based on which format. Scramble 50\%, Best Ball net, Alt-Shot 60/40 Chapman.
$>$ Combined White \& Red Tee Tournament
$>$ Team Competition payouts will be low net.


## Club Championship Match Play (GHIN scored)

## * SINGLES MATCH PLAY

$>$ The game is played by holes. A hole is won by the side at holes it's ball in fewer strokes. In a handicap match the lower net score wins the hole.
$>$ The match is won by the player who is leading by a greater number of holes remaining to be played.
> Strokes- The higher handicapped player receives the full difference between the course handicaps of the two players; the lower handicap player shall play from scratch. Take the strokes where they are allocated on the scorecard.
$>$ The USGA Match Play rules apply to this competition.
$>$ Competition payouts will be low net. Paying first, second, third, and fourth places.

## TIE BREAKER FORMATS

## STROKE PLAY:

Play-off Not Feasible For 1st Place: Best score for the back 9, tied then back 6, tied then back 3, tied then start at 18 and work backwards.

Play-Off is feasible: The committee will specify the number of extra holes to be played.

## Match Play:

Play-off should start hole by hole until one side wins.

