



2020

Member - Guest Four-Ball

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Schedule of Events

Thursday	10:00 Lunch & Tournament Registration * 1:00pm Shotgun - Match One 3:30pm Shotgun - Match Two 6:00pm Dinner, Raffle & Chipping Contest
Friday	7:30am Breakfast 9:00am Shotgun - Match Three 11:30pm Shotgun - Match Four 2:00pm Shotgun - Match Five Pot O' Gold (after completion of play)
Saturday	7:30am Breakfast 9:00am Shotgun - Match Six 11:30pm Shotgun - Match Seven 2:30pm (approx.) Tournament Playoff (Details Below)

Format

Four-Ball Match Play contested over seven (7) 9-hole matches within flights.

Tees

All Players: **Blue Tees**

A player 70 and older may elect to play the White Tees

Handicaps

Handicaps are established using **80%** of each player's USGA handicap as of the August 3rd. Players will stroke off the low handicap in their group as they fall on the card. Half strokes applied if necessary. The 10-stroke differential rule between partners is in effect.

Flight Winners

The team in each flight with the highest three-day point total will be declared the Flight Winner and will advance to the Tournament Playoff. Ties for the flight winners will be decided by their point total in their head to head match. If there is still a tie then it will be their point total vs. the highest seed in their flight, then the second highest seed and so forth.

Scoring

Four Ball Match Play at 80% handicap Seven 9-hole matches scored as follows:

- 1 point for a hole won**
- ½ point for a hole halved**
- 0 point for a hole lost**

Playoff Format

All Flight Winners will play a five hole playoff which will consist of holes ten, fifteen, sixteen, seventeen, and eighteen. Format is Two-Man Best-Ball. Teams will play from their Tournament Tees with their Tournament Handicaps (80%), strokes will be played as they fall on the card. In the event of a tie, all teams that are tied will play hole #1 in a net aggregate format. If teams are still tied after hole #1 they will proceed to hole #9 under the same format. If still tied they will play hole #1, then hole #9 until tie is broken to determine the winner.

DIVISION POOLS

On Thursday, each team will pay \$260 that will be used for the division pools. This money will be collected at the sign-up table on Thursday morning and distributed to the #1 seed team in each division that afternoon. The #1 seed team is responsible for distributing the daily pools as indicated below. You will receive the envelopes at the end of the day on Thursday to be distributed as follows:

Divisions of 8 **\$260 per team x 8** **\$2080**

- (1) **\$160** will go to the Bag Room Attendants.
- (2) **\$40** will go to the Locker Room Attendant.
- (3) **\$1,800** will be used for the division payouts.
- (4) **\$80** will go to the Overall Champions.

<u>Daily</u>	<u>Day One</u>	<u>Day Two *</u>	<u>Day Three</u>	
1 st	\$120	\$140	\$120	
2 nd	\$ 80	\$100	\$ 80	
3 rd	<u>\$ 50</u>	<u>\$60</u>	<u>\$ 50</u>	
Total	\$250	\$300	\$250	\$ 800

Flight Payouts *(at end of 3 days)* **Top Three Places Each Flight**

	1 st	2 nd	3 rd	
	\$500	\$300	\$200	\$ 1000

* Increased payout because of three matches on Friday

Overall Champion *(Playoff Winner)*
\$640

Tournament champions will receive crystal trophy.

*The \$100 per team due at Tournament Registration includes:

- Pot O' Gold entry fees (2 days)
- Skins (cumulative for 3 days)
- Flight Fight entry (If a team from your flight wins the Tournament Playoff each team in that flight receives \$\$\$)
- Thursday Night Chipping Contest

Prize Breakdown

**** All payouts based on a field of 64 teams ****

Flight Winners	\$200 per team
Flight Runners Up	\$100 per team
Thursday Night Chipping Contest	\$310/Team in Winning Flight

ALL ABOVE PRIZES ARE IN SHOP CREDIT

CASH CONTESTS

Pot O' Gold	\$500 1st place
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Flight Skins Gross & Net (Cumulative) \$225/Flight

Flight Fight	\$200/team
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(If the overall winner comes from your flight you split the Flight Fight pool with your Flight partners. If you are not present at the conclusion of the tournament you will receive your monies as Pro Shop credit)

Local Rules/Conditions of Competition

Cell phone calls are prohibited at all times on the golf course during tournament play.

USGA Rules of Golf govern play, as modified by the following ACC Local Rules & Conditions:

Bunkers: Bunkers will be played as lift, clean and place. Ball must remain in the bunker at a spot that is no nearer to the hole.

Flower beds, Wood Chips, Mulch and ornamental planting areas: Treat as obstructions. Flower beds within paved areas are considered part of the obstruction. Relief is mandatory. No penalty.

Aeration Holes: *Through the green*, a ball that comes to rest in or on an aeration hole may be lifted without penalty, cleaned and dropped as near as possible to the spot where it lay but not nearer the *hole*. The ball when dropped must first strike a part of the *course through the green*. On the *putting green*, a ball that comes to rest in or on an aeration hole may be placed at the nearest spot not nearer the *hole* that avoids the situation.

Aeration plugs: Aeration plugs as well as other obstructions such as stump holes will be painted white and will be ground under repair. Relief is one club-length from the reference point, is not nearer to the hole than the reference point and must be in the general area. When taking relief, the player must take complete relief from all interference by the abnormal course condition.

Immovable Obstructions Close to the Putting Green: All fixed sprinkler heads are immovable obstructions and relief may be obtained under Rule 24-2. In addition, relief is provided from fixed sprinkler heads on or within two club lengths of the putting green when the ball lies off the putting green, is not in a hazard and within two club-lengths of the sprinkler head. Relief provided only for intervention for line of play between the ball and the hole. The player may take relief as follows: The ball shall be lifted and dropped at the nearest point to where the ball lay which is not nearer the hole, avoids the intervention and is not in a hazard or on a putting green. Ball may be cleaned when lifted. If the sprinkler head is located on the putting green and the ball also lies on the putting green on the line of putt the ball must be placed at the nearest point that avoids intervention.

Boundary: Indicated by barbed wire fence poles and white stakes.

Hole #4: Road beyond green: Ball in road is considered out of bounds; cement curbing is deemed to be an integral part of the course; ball that crosses the road and comes to rest on another part of the course is deemed to be out of bounds. Parking Lot is deemed to be out of bounds.

Cart Path Extensions: Worn areas leading into and bordering cart paths are considered extensions of that path and are deemed to be part of the same obstruction.

Caddie Rules: All Caddie Rules are waived.

Replacing a Broken Club: If a club is “broken or significantly damaged” during the round by the player or caddie, except in cases of abuse, the player may replace the club with any club under Rule 4.1.

Stone walls: Are deemed to be integral parts of the course.

French Drains: To be treated as obstructions: Rule 24-2.