

2010 Estherville Golf Course Club Tournament

Rules and Information Sheet

Format: 36 Hole Medal Play Competition – 18 Holes Saturday July 24, 18 Holes Sunday July 25th

Ties: In the event of a tie for first place only in all flights, a sudden victory playoff will commence on #1. All other ties will not be broken.

Tees: Saturday- All players will compete from the White tees on their first 9, Blue Tees second 9.
Sunday- Championship Flight: White Tees first 9, Blue Tees second 9
All Other Flights: Gold Tees first 9, White Tees second 9

USGA Rules will apply with the following exceptions:

Winter Rules: Players will be allowed to improve the lie of their ball through the green (everywhere but the greens, bunkers, o.b. and water hazards). Players may move their ball within 6 inches (the length of a scorecard) of their original position NO NEARER THE HOLE.

Out of Bounds: O.B. is marked by the edge of the entry driveway on #2, #3 and #4. White posts mark O.B. on #4, #6, #7 and #8. White stakes mark the O.B. behind #8 green and #9 Tee.

Hazards: The water hazards on #8 and #9 are clearly marked by red stakes or a red line. If a line and stakes are present, the line is the definitive mark of the hazard and the stakes are used to help see the hazard. All hazards will be played as lateral water hazards. Players will have 3 options if they enter the hazard:

1. Play a ball as nearly as possible at the spot from which the original ball was last played
2. Drop a ball behind the water hazard, keeping the point at which the original ball last crossed the margin of the water hazard directly between the hole and the spot on which the ball is dropped, with no limit to how far behind the water hazard the ball may be dropped; or
3. As additional options available only if the ball last crossed the margin of a lateral water hazard, drop a ball outside the water hazard within two club-lengths of and not nearer the hole than (i) the point where the original ball last crossed the margin of the water hazard or (ii) a point on the opposite margin of the water hazard equidistant from the hole

4. One more option for balls that enter the hazard between the bridges on #8:

If a player's ball enters the hazard on the south side, or greenside, part of the hazard between the bridges, players may drop their ball in the nearest drop circle painted between the cart path and green.

There will be a drop area for the pond on #9 and for the pond on #8.

There is no drop area for the crick in front of the green on #8 so players should use options 1-3. Players may not use the drop areas for balls that enter the hazard to the west of the bridge on #8.

The Bunker on #5 is now a Water Hazard, players may play out of the hazard or use options 1-3.

Cart Paths: Players will be allowed a free drop from all cart paths, 1 club length from the nearest point of relief no nearer the hole. **#8 and #9- The local rule allowing a player to drop 1 club length nearer the hole will NOT be played.** On #8 players will be able to drop in the nearest drop circle painted between the green and cart path. On #9 players should drop 1 club length from the nearest point of relief no nearer the hole.

Ground Under Repair and Small Trees: Not all areas could be marked, if your ball comes to rest on a bare area, a tree stump, next to a small tree (a small tree is one that could wrap the fingers on 1 hand around) or other torn up area, confer with your group and come to a consensus on how to proceed. Players are entitled to a free drop, no nearer the hole from ground under repair. The cart path to the right of the pond on #8 will be considered ground under repair and is clearly marked.

Shoot-Out: Top 2 Scores from each flight 1st-4th plus the best gross score regardless of flight not already in and the best net score not already in will compete in the Shoot-Out on Saturday starting at 3:30. Top Ten scores for the Championship flight plus Saturday's Champ will compete on Sunday after the completion of the tournament.