

RULES

(...to help you get by! ... "with a little help from your friends")

WEST POINT Class of 1970 - 24th TOUR STOP (Portland, OR)

August 19 - 23, 2014

1. **Our goals** are still to **have fun**, enjoy time with good **friends**, meet new people, **eat well**, and play some **golf**.
2. **LOCAL RULES APPLY** (those are the ones written on their scorecards or given by the pro, during his "pitch".)
3. **Keep up with the group in front of you** (Pick up after 8 strokes – no skin for you on that hole). Post an 8x.
4. Roll your ball in your own fairway. Down everywhere else. **Once you have made a 1 foot putt** in front of your foursome, THEY can give you the rest of those, **except in the Class Scramble (Putt them ALL out then!)**.
5. Penalty Strokes - Lost Ball, Out of Bounds (OB- white stakes, boundary fences), Unplayable Lie, Water Hazard, & Lateral (Water) Hazard:

To promote speed of play, a 1-stroke penalty is assessed for all circumstances (rather than the USGA "stroke & distance" for lost ball and out of bounds). In all cases, take/keep your distance, add 1 stroke, and move on. For example, if the "offending" shot was your tee ball, you are now hitting your 3d shot. Generally drop your (replacement) ball within 2 club lengths of the spot where it went "out," - no closer to the hole. For lateral hazards (red stakes), you can also (option) take your full distance and drop either left or right of the hazard, no closer to the hole. For water hazards, you can drop within 2 club lengths of point of entry, or you can draw a line from the flag stick back through the point of entry, dropping back on that line as far as you want to go. Drop your ball where you can make a reasonable swing. In most cases, this will mean the rough, sometimes the fairway. IF you find your ball in the bottom of a canyon, or you lose your ball in a canyon, jungle, or other area that is not marked as a hazard, drop your ball within 2 clubs lengths of the point where your ball crossed the margin of the "junk." Hey, if you want to try to hit out of that stuff, go for it; if you want to take a mulligan, that's okay too (ahead of time please; try to avoid going back 200 yards to hit it again). In short, if you elect to take the penalty, we are generous, and you get a decent (if not necessarily a good) drop!

6. **Games:**

- a. The **\$15 Tour Prize Fund – changing the name, again, to avoid continuing confusion** (included in your overall payment) buys prizes for the overall Tour totals. Do not confuse this with the Daily \$10 Pot in 6. b., immediately below. **Each player pays into this.**
 - b. **Lynn's Pot is the only one we will be running from now on- (Pay Lynn Moore for the week! - before teeing off).** Lynn's pays gross/net & BOTH skins. Paid at dinner, or when we get to it.
 - c. Need someone to run the "**over 100 pot**" this year. \$10 entry and THEN must shoot 100 or over, gross, to be eligible for the random drawing(s) held after the match. Same deal – pay before playing. **NEED A COUPLE OF VOLUNTEERS!!**
7. **Follow the assigned pairings** so you get to see the most number of people, ensure you get to play with those you asked me to pair you with at least once, and so we look organized!!! ☺
 8. **MULLIGANS.** Four (4) per round, MAX - to speed up play. The four cost \$5 for the first one, then \$10, \$15, and \$20 for the last one. \$50 per day. **Added to your "Bill" for the days you play, unless you say you do NOT want them – makes it like real golf tournaments!!.** I will credit your mulligans and Scramble \$\$ to the "**Class of '70 Fund, AOG.**" Mark an "M" on the space on your scorecard when you use one. **Group captains tell Mike the total.** Keep the "provisional" mulligans reasonable. That's "in the spirit of golf" reasonable, not a basketball 10-second count!!

Daily "GROUP CAPTAIN's" General (and some specific) Orders

1. **If you are the person listed first** in your group, **you are the "GROUP CAPTAIN."** (Look at the **pairings sheet!!**)
2. **Get your group together** and tell Mike or Jim that you are ready to go.
3. **Keep up with the group in front of you (no scores over 8).**
4. **Finally**, get your scorecards to Mike AND Lynn (and they might appreciate a beer!!). **SEPARATE** card for EACH group.

Class Scramble: Must have two (2) drives per player (even if only 3 in the group). Which ever ball you choose for each shot, all must stay "on the same surface" for the subsequent shot. The putt must be hit into the cup by a player. Updates will be issued orally on Saturday morning. **Teams will be handicapped if the distribution is not equitable.**