

RAGE XXVI RULES

Plus Formats and Other Nonsense.....

GENERAL NOTES

Handicap indexes for each player will be calculated based on RAGE history. This together with each day's course rating / slope will establish each day's course handicaps. Course handicaps taken @ 75% for Day 3 Team Shamble.

TERMS & CONDITIONS FOR BETTING

Amount Due = \$120/person Total Pool = \$1,440

Team Formats -- All Teams/Pairings TBD By The Committee & Under Separate Cover

Day 1: Two-Man Teams (Lowest Single Net Score Per Team Counted Per Hole). Team 1st, 2nd, & 3rd will be paid.

Day 2: Match Play. Each match winner will be paid.

Day 3: Four-Man Team Shamble -- Each player hits their own tee shot; group selects the best ball and each player plays out the hole from that spot. At least one tee shot from each player must be used per foursome. (Lowest Two Net Scores Per Team Counted Per Hole). Team 1st will be paid. Teams determined after Day 2 play is complete.

Other Daily Pay-Outs:

Day 1 - Trash Points; will be paid to the top three earners -- see below for details

Day 2 - Skins; # skins (lowest net score per hole w/out ties) will be divided into a \$120 pool and paid accordingly

Day 2 & Day 3: There will be one Closest-To-Pin hole & one Long Drive hole paid @ \$20 each

Day 3: Low Net total over three rounds will be paid; 1st, 2nd, 3rd & 4th; **play out your ball each hole, each day**

Trash Points -- DAY 1 Only

Top three trash point earners will be paid; \$40, \$25, \$15. Trash points will be accumulated as shown below:

- * Longest Drive in the fairway (Hole # TBD), + 2 points
- * Closest To Pin on all par 3's (on the green off tee, have to make par or better), + 2 points
- * Slammage -- knock it in the hole from off the green (for any score), + 2 points
- * Sandy -- up and down from green-side bunker (for any score) or save Par (raw score) from fairway bunker, + 1 point
- * Greeny - on the green off the tee on the par 3's, + 1 point
- * Birdie (raw score), +1 point; Eagle (raw score), +3 points
- * The three members of each foursome not holding the Snake at the end of each 9 holes, + 1 point each
- * If same golfer earns Snake on BOTH 9's, Pay \$5 out-of-pocket to each other member of that foursome

Trash Point Notes

- * Note each player's trash points (CLEARLY) as they are earned on each foursome's scorecard.
- * Once you are on the green the first time, all following shots are considered a putt, even if you're chipping.
- * No "gimme" putts outside of 12", putt them out unless you're beyond the max score (see below)
- * You "win" the Snake by getting a 3-putt or worse on a hole (In case of a tie on a hole, the person with the shortest 1st putt gets the Snake). But...
- ***picking-up on a hole after recording a max score (see below) "wins" the Snake over a 3-putt, 4-putt, etc.

Other

- * **Maximum score (gross) on each hole is 5 strokes over par; if you lie 4-over and are not in, pick-up and record score @ 5-over par. ***Net scores associated with a Pick-Up will not be eligible to win or push the hole***.** As discussed earlier, a Pick-Up earns the Snake that hole.
- * For tee shots on Par 3's lost in water hazard, go to Drop Area for next shot.
- * All out-of-bounds shots/lost balls should be played as a lateral hazard; take the drop & the stroke from where the ball went in regardless of the stake color.
- * Adjusting Lies -- Lies can be adjusted within 1 foot of the original spot no closer to the pin. Ball adjusted in bunker must remain in bunker; ball adjusted within marked hazard must remain in the hazard area; no free lift out of water.
- * Additional betting within foursomes each day is encouraged.