Presents the

Blind Draw Scramble

An Team Stroke Play Event

Rules of the Competition

All tournament play is to be by USGA rules except as governed by local rules.

**Teams** – A Blind Draw method will be used to determine teams (you may not specify partners). Each team will have an A, B, C and D player, each representing their respective handicap groups, A being the lowest, and D the highest.

**Format** – 4-Person Team Scramble, stroke play. Each player hits from the tee; the preferred shot is selected and each player plays the next shot from within one club length of the mark, no nearer the hole (six (6) inches from a mark on the putting surface). A ball may not be moved when it is to be played from within a hazard, including bunkers. If a team elects to play a ball from this condition, the first ball must be played as it lies and subsequent balls may be placed. The condition of the ball may not be changed (e.g. no moving from the rough to the fairway, fringe to green, etc.). This format is repeated until the ball is holed.

**Drives** Each team must use each team member’s drive 3 times over the 18 holes.

**Divisions** – 1 division, Gross payouts only.

**Tees** – All players will use the Blue Tees.

**Optional Honey Pots** - Skins and Flagsticks:

**Team Skins** - $40.00 per team
If there are no single skins, a tiebreaker will be determined by the least number of ties on the lowest handicapped hole.

**Individual, Inside Flagstick** - $5.00 per person
Any player hitting inside the flagstick on any par 3 will share the pot. Players hitting inside the flagstick must record their name and hole number(s) on the back of the scorecard.

**Handicaps** – Current revisions on the date of competition will be used for each competitor.

**Posting of Scores** – DO NOT POST YOUR SCORES this is not a postable event.

(See Opposite Side for Local Rules)
Local Rules

All tournament play is to be by USGA rules except as governed by local rules.

LINE OF PUTT – Teammates may stand in the line of each other’s putt.
PLACING THE BALL WITH THE CLUB – Players may roll the ball into position with a golf club until the ball comes to rest.
WINTER RULES – See rules for scramble play above.

EMBEDDED BALL – See Rule 25-2. The embedded ball rule is in effect through the green.

BALL IN ABNORMAL GROUND CONDITION NOT FOUND – See Rule 25-c. All members of the group must agree that the ball has been lost in the abnormal condition, defined by the WSGC Tournament Committee as “any casual water, excessively muddy area, ground under repair or hole, cast or runway on the course made by a burrowing animal, a reptile or a bird.” Per Rule 25-c, a ball must be dropped at the nearest point of relief from where it was determined lost, no nearer the hole.

IMMOVABLE OBSTRUCTIONS – Flower beds, 150 yard markers, fairway yardage discs, sprinkler heads and controller boxes, portable toilets, restroom buildings, cart paths and adjacent gravel sides, french drains and tee monuments are all considered immovable obstructions.

BALL UNPLAYABLE ON HOLE #13 – A player wishing to deem their ball unplayable when it comes to rest near the fence between the blue stakes and in bounds may use the Ball Drop Area with a penalty of one stroke.

UNSURE HOW TO PROCEED? – During the course of play if you are in doubt as to how to proceed under a rule, play a second ball under USGA rule 3-3 and bring it up for a ruling with the tournament committee immediately following the round (this is required). The committee’s decision is final.

DISTANCE-MEASURING DEVICES – A player may obtain distance information by using a device that measures distance only. However, if, during a stipulated round, a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect his play (e.g., gradient, wind-speed, temperature, etc.) the player is in breach of rule 14-3, for which the penalty is disqualification, regardless of whether any such additional functions were actually used.

PACE OF PLAY / TIME CLOCK RULE – Your group must finish the round within 15 minutes of the group in front of you. A penalty stroke will be assessed at the 16 minute mark. Two Strokes at the 21 minute mark. There will be no penalty if:
1. Your group plays in 4 hours 30 minutes or less OR
2. Your group is within 15 minutes of the group in front of you after holing out on #13 AND you play the last 5 holes in 1 hour and 20 minutes or less.

TIES – Ties will split money. (Example: Three tied for first place would equally split the total money for 1st, 2nd and 3rd place).

KNUTH SYSTEM – The WSGC uses a modified Knuth system to help promote fairness of play and help protect the integrity of the club and its members. We reserve the right to adjust any person’s handicap based on the recommendation of this system. More information can be found next to the computer or on the web site at www.westseattlegolfclub.org or at www.popeofslope.com.

Tournament Committee (subject to change): Posted on the website and outside the proshop

2013 WSGC - Blind Draw Scramble - Rules of the Competition