WRDGA TOURNAMENT RULES

Event Name

*Event Date*

Venue Name

|  |  |
| --- | --- |
| **Format** | **2 out of 4 best ball, Scramble, etc.** |
|  |  |
| **Handicaps** | 100% |
|  |  |
| **Rules of Play** | USGA Rules govern all play except where local rules apply |
|  |  |
| **Local Rules** | *Insert Here* |
|  |  |
| **Tees** | (Indicate the tee markers in play) |
|  |  |
| **Yardages** | For example: Yardage is marked to the center of the green. Pin sheets will be provided. Sprinkler heads are marked. |
|  |  |
| **Ties** | All ties will be broken by matching cards using the USGA model as a standard process. See outline below. |
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| **Winners** | Overall Low Gross and Low Net plus flight winners. |
|  |  |
| **Slow Play** | Any scorecard turned in more than 45 minutes after the first card was turned in will be assessed a 2 stroke penalty. (Make sure players know in advance where to turn in cards.) |
|  |  |
| **Range Finders** | For distance only. |
|  |  |
| **Cell Phones** | Must be on silent or vibrate and are to be used only for emergencies. |

Please return your scorecard to the scoreboard area after the round.

Good luck and enjoy your day

Tie Breaker Process:

Match cards using the gross score for the specified number of holes as follows (until the tie is broken):

The back 9, the last 6 holes, the last 3 holes, the 18th hole, the front nine, 1st 6 holes, 1st 3 holes, 1st hole.

For Net Scores:  Use the same process but subtract a percent of each person's handicap strokes (50%, 1/3, 1/6, 1/18th). Fractions of one-half stroke or more should count as a full stroke; any lesser fractions should be disregarded.