

# **HALLOWEEN** Open Golf Tournament - Presented by Norman's Café & Pine Mountain Golf Course



**Format:** 2 player captain's choice

**Flights:** There will be 4 flights, 9 teams in each, paying back the top 4 places in each flight, PLUS the team that finishes last in each flight :O) Flights will be determined by either FRONT 9 or BACK 9 scores via BLIND DRAW. If front 9 is drawn for flights, the back 9 will be your score for the tournament, and vice versa. Ties for fighting purposes will be determined as follows: IF teams A, B, C are tied between flights 1 & 2 a scorecard playoff beginning on a randomly selected hole will occur. The WINNER (the team with the lowest score or scores) of that playoff will be placed atop the 2nd flight; losers will fall to the bottom of the 1st flight.

**TEES:** Men will play BLUE and Ladies will play RED

**TIES:** Ties for the top 4 places in each flight will be decided by scorecard playoff on a randomly selected hole and will continue hole by hole, as needed, until all places have been determined. Ties for LAST place money will be conducted the same with the exception that the LOSER (the team with the highest score or scores on the scorecard playoff will be the WINNER of the last place finish.

## **RULES OF PLAY:**

**PREFERRED LIES:** A ball may be moved one club length, no closer to the hole, staying in the same condition everywhere EXCEPT hazards. A ball chosen inside a hazard (water or sand) will be played as it lies. Partners must drop within one club length, no closer, of the original ball and must remain inside the hazard OR take the appropriate drop with penalty.

**OUT OF BOUNDS:** Hole #2 white stakes around the perimeter of the hotel and extend the length of the hotel as well as below #3 tee box. Hole #5 entire right side of the hole, defined by the inside edge of paved road (Ward's Gap Rd). Hole #17 left of white stakes beginning #8 tee box and extend behind #8 green.

**HAZARDS:** Marked by yellow and red lines. Drop areas for the ponds (yellow lines) on holes 14 & 15. Use specifically marked drop circles on these holes. 2 at each pond, 1 on each side of the ponds marked accordingly.

**PACE OF PLAY: PLEASE AVOID SLOW PLAY BY PLAYING READY GOLF. KEEP UP WITH THE GROUP AHEAD OF YOU, NOT THE GROUP BEHIND YOU!**

## **LOCAL RULES:**

**GROUND UNDER REPAIR:** Hole #1 immediately behind the green, free drop no closer. Hole #2 Graveyard, free relief nearest point, no closer to the hole, within 1 club length. Hole #10 from the tee box to the 148yd marker any ball inside the tree line may be moved to the fairway. Areas marked in white paint are considered ground under repair, free relief nearest point no closer to the hole within 1 club length. All railroad ties free relief; drop nearest point no closer within 1 (one) club length.

**SPECIAL "TRICKS" FOR THE DAY...PLEASE FOLLOW THE INSTRUCTIONS DISPLAYED AT THE DESIGNATED TEE BOXES**

HOLE #1 "Had your morning cup yet"?

HOLE #3 "Hide n seek" Just follow the signs!

HOLE #9 "Rhythm is key", as you'll see!

HOLE #12 "Good grief what a hole" :O)

HOLE #14 "So you think you can putt eh"?

HOLE #16 "Go big or go home"

Closest to Pin contests on all par 3's. MUST BE ON GREEN!

Closest to the Pumpkin HOLE #1

**HAVE FUN & ENJOY YOUR DAY!!  
THANK YOU FOR PLAYING!**

Pine Mountain Golf Course and  
Norman's Café Thank you for your  
support.