



MESSENGER CUP

GOLF & ALPINE EXPERIENCE

## Fourteenth Annual Messenger Cup Tournament Guide Day 2 – East Course

**Important rule change for the first flight:** During this second day of competition, the teams in the first flight will use a shamble format. (All other flights will continue with the scramble format.) Ball positioning rules still apply (see below). In a shamble, the best tee shot is chosen, then both team members play their own shots for the rest of the hole. Each team will use the best individual score for the scorecard. There is only one team score. The double bogey rule is still in effect.

**All other flights will use a two-person scramble format.** A two-person scramble consists of two-person teams. After each shot, the better of the two shots is selected and both players play from that spot until the ball is holed. A single team score is recorded. There is no limit to the number of shots that can be used from each player. Hypothetically, one player could provide all of a team's shots.

**Rules:** Please observe USGA rules of play, except when they contradict the custom rules found in this guide.

**Mulligans:** Absolutely no try-agains, breakfast balls, or re-tees are allowed.

**Out of bounds:** There is no need to hit a provisional if you believe your ball went out of bounds. We'll be treating out of bounds as if it is a lateral hazard.

**Ball positioning:** From tee to green, the ball can be moved one club length from its lie. However, you cannot move the ball closer to the hole, and you cannot improve your lie by moving out of a particular grass type or hazard.

*Examples:* If your ball is in the rough, repositioning by one club length cannot move you out of the rough and into the fairway. You may move to a better spot in the rough but not out of the rough.

If your ball is in a hazard (e.g., sand trap, water), you cannot move it from the hazard into the rough. You must play out of the hazard or observe standard hazard rules. If you are able to play out of the hazard, you may move the ball one club length within the hazard. Of course, you still cannot move the ball closer to the hole.

*On the green:* You can move your ball the length of one putter head on the green. However, you cannot move your ball closer to the hole. All putts need to be putted out. No gimmies!

**Scoring:** Please exchange scorecards with the other team in your group. The team you are playing with is responsible to keep your team's score, and vice versa. The attesting and scoring teams will both need to sign the scorecard upon completion of the round. If there is a tie in the championship flight, then both teams will compete in a sudden death playoff up to three holes to determine the winner. If a winner is not determined, then we will go to a scorecard playoff. If teams cannot participate in playoff, then winner will be determined by scorecard playoff, unless one of the teams were able to play and the other was not.

Double bogey is your friend. Pick it up if your team has already reached this mark.

**Courtesy:** Please repair all divots with the tools provided. Be careful to observe golf course rules and regulations. Limit lost ball hunting to two minutes. Please use standard golf course etiquette.

**Longest drive competition:** Hole 3 (ball must be in the fairway to qualify for longest drive)

**Closest to the pin competitions:** Holes 4, 8, 12, and 16

**Have a blast, hit it straight, and enjoy the East Course!**