

TOURNAMENT GUIDE

DAY 1 • EAST COURSE

Welcome to the Messenger Cup! We have created this short guide to keep everyone on the same page. Our number one goal is for you to enjoy a fair, fun time on the course. You're playing high-altitude golf, so enjoy the extra 10-30 yards off the tee!

We are using 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. This is a scramble for the purist.

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. You're welcome.

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 gimmes!*

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. After day one, all scores will be adjusted to within four strokes of their respective flight leader, excluding the championship flight.

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.

Teebox: We will be playing from the White tees. Ages 65+ have the option to move up to the Gold tees.

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!

