

**2 Man Sixes****Saturday August 16, 2025****Canyon/Meadow****7:30 AM First Tee Time**

**Format:** Two Man Teams, choose your own partner or be computer paired. **Teams may elect to play from different tee boxes provided there is only one tee box difference between players, i.e. a player on the black tee may have a partner on the blue tee, blue and white etc. Three different six-hole formats.** 1. Scramble, 2. Alternate Shot and 3. Best Ball. **This is a team stroke play event and not match play; all putts must be holed out.**

**For the first six holes: (Scramble)** each player tees off on every hole, the team chooses which tee shot they will play. Once the location of the selected drive is chosen, **the team will mark the ball**, it can be lifted, cleaned and placed. Both players will play their second shot from **within one club length of the chosen tee shot position: no closer to the hole and from the same ground condition** in which the selected drive has come to rest. **However, on the green, one putter head length is used for placement.** Players will proceed in this manner until the ball is holed out. **Record the team gross score.**

**For the second six holes: (Alternate Shot)** Teams may decide who tees off on the first hole for the Alternate Shot format and that player must then **tee off on holes 7, 9, and 11. Player two must** then tee off on holes **8, 10, and 12.** After the tee shot the players will play alternate shots on **the same ball** until it is holed. Teammates will alternate tee shots regardless of who holes the final shot on previous hole. **Should a provisional ball, e.g. off the tee, be necessary for a ball potentially lost or OB the partner that did not hit the first shot hits the provisional.** The handicap strokes on the card are applied to the Team gross score. **Record the Team gross score.**

**For the final six holes: (Best Ball/Four Ball)** each player will tee off and play his own ball. **Record both player's gross scores.** The better of the two scores will count.

**Flighting/Handicap:** Flighting by combined team Course Handicap with balanced flights or Tee Box dependent upon roster make up. USGA rules of Golf Appendix C will be applied to balance net team handicaps.

**Team Handicaps:**

- **Scramble:** 35% of the **low** and 15% of the **high** handicap.
- **Alternate Shot:** 50% of the **team** course handicap.
- **Best Ball/Four Ball:** 85% of the **team** course handicap.

**Teeing Ground:** See Scorecard for each player's teeing ground.

**Method to be used if Partner is missing:** A single player cannot compete in an alternate shot team event. The event committee will attempt to sub a player from a waitlist, or you may elect to play solo competing for CTP contests and skins or, you may receive a refund. Your partner is not eligible for a refund unless he cancels in advance

**Recording Scores:** Teams should exchange scorecards. **Record gross team scores** on the scorecard. Teams are to keep their own scores as well as act as a marker for another team in your group. Verify the gross team score for each hole at the turn and at the end of the round. **You must also record your start time (if it is different than what is shown on the scorecard) as well as turn and finish times.** Player and marker must sign the scorecard prior to turning it into the scoring table immediately following the round. **The penalty for turning an incomplete scorecard is disqualification.** Team scores will be calculated from the sum of the net scores for each of the six-hole formats.

**Closest-to-the-Pin (CTP) Contests:** Three Par 3 holes have individual competitions that pay \$50.00 each.

When the Alternate shot format is being played, both teammates will tee off on the Par 3 Hole for the CTP competition. **However, the team will have to officially play the ball of the person required to tee off on that hole.**

A separate \$5.00 contest is included with the registration for a fourth par 3 Glory Hole using a special measuring device. Measurement of CTP is from the flagstick to the front of the ball on the green.

**Skins Game: A Team Basic Skins Game** \$10/player with two pots one for gross and one for net is included with registration. The field will be placed into one flight (player vs field), payout will be low gross and low net **combined team scores.**

**Note: This is a team skins game. Skins winning will be split between the team members**

**Red Jacket SLR Points:** Team events are limited to Participation point only.

**Ties for Team Scores:** There will be no tie breakers for this tournament. Ties will share equally in the payout purse.

**Hard Card/Local Rules:** Rules can be found on the website at: <https://fhmgc.com/files/HardCard.pdf> Abbreviated version, including drop zones, will appear as a QR Code on the scorecards.

**Prizes**

Prizes are in the form of Pro Shop credit. Credits can accumulate through the season, but must be spent by December 31, of this year (no exceptions). Prize amounts and distribution are based on number of players and will be posted the day of the tournament.