

LGA Member/Member Championship

Format: Day1: **Modified Alternate Shot** (60% of Low H.I. 40% of High H.I.)
Each player hits a drive on every hole and then players pick best drive. From the best drive the team will play Alternate Shot until the ball is holed out. If your drive is picked, your partner plays the second shot and you continue alternating shots until the ball is holed out. If the difference in the players indexes is greater than 10.0, the higher index will be reduced by 10% to calculate the team handicap.
Day 2: **1 Better Ball of 2** (85% WHS Course Handicap)

Tournament Rules

- Partners must play same tee box.
- VI tee players will pair up with VI players in VI flight or VI players will move to V tee if their partner is V tee.
- Two flights a V and VI tee can potentially be created based on signups.
- V flight may have multiple handicap divisions.
- Teams are flighted based on combined handicap index of both partners.
- The chosen ball in alternate play must be played out unless a legal substitution is allowed.

Schedule: This 2-day tournament is played on consecutive LGA days.

Tees: V or VI as indicated on your scorecard.

Scoring: At the completion of play, a final signed and attested scorecard is turned into the Professional Staff. Scores will be posted to GHIN for you after Round 1 (round 2 is not postable).

Ties: In the event of a tie for Overall Gross then playoff holes will begin on the course until a winner is established. All other ties within the flights will be decided by a USGA scorecard playoff, back nine, last six, last three, last one.

Entry Fee: **\$10** participation fee

Awards: All flights will have payouts for Gross and Net based on monies collected. Overall Gross winner from the V flight only and Overall Net winner from any flight.

Pace of Play: The Professional Staff will monitor Pace of play. You will be expected to keep up with the group in front of you.

Additional Information:

- All USGA Rules of Golf and the following Local Rules will govern play:
- Optional Alternative to Stroke and Distance Relief is in effect. (Decision E-5)
 - Penalty areas defined by red lines and identified by red stakes.
 - Out of Bounds is defined by white stakes with black caps.
 - Embedded Ball – Relief through the green. (Appendix I-3b)
 - Temporary Water – Relief through the green (Rule 25-1)
 - Ground Under Repair will be defined with White Paint-Relief through the green (Rule 25-1)
 - If there is a rules question in doubt play a second ball and report the situation to the committee. The committee will then make a decision which shall be final.
 - **Any newly sodded areas will be played as GUR.**
 - **There will be no Drop Areas utilized for today's play.**
 - **Play the ball down unless determined otherwise by the committee.**