

2017 ZONE SHOOTOUT RULES

Welcome to the Zone Shootout. The event is a nine-hole two-person scramble with a shotgun start at 5:30 pm each Wednesday. Each week is a separate competition, so players may choose to play only selected weeks.

1. **SKINS 40% of the prize fund is for skins and will be divided by the number of skins won that day. The Committee reserves the right to adjust the prize percentages so that prizes result in even amounts. When no skins are won in a given week, the skins portion of the prize fund will carry-over to the next week. However, to be eligible to compete for the prize fund, anyone who did not play the first week(s) must pay an additional \$4 per carry-over week missed into the prize fund.**
2. ***Flights*** - New to this year's Zone Shootout is **flighting the gross results. The Net prize has been eliminated. The number of flights will be determined by golf course management. The players in each flight will be determined by result. Flights will be created after all scorecards are turned in. Percentage of the prize pool allocated to each flight dependent on number of flights, 60% of prize pool is allocated to flights. Possible scenarios are: 2 flights – 40% winner flight A, 20% winner flight B; 3 flights- 30% winner flight A, 20% winner flight B, 10% winner flight C.**
3. USGA rules will govern play, except where modified by the Travis Bryan Golf Course local rules on the scorecard.
4. To maintain pace of play, the maximum GROSS score a team can take on any hole is double bogey.
6. Scorecards must be kept by the other team in your group and must be signed by both teams. At the end of the round, scorecards must be turned in immediately to the pro shop staff. Ties will be decided by a card off on highest handicap hole
7. **Men play from white tees. Seniors over the age of 65 may play Gold tees, Ladies may play Red tees.**
8. A team must have called-in to register by 3 pm on that Shootout Wednesday, and must be on-site and paid by 5:15 pm. In the event that only one team member is present at start time, he must begin play on his ball alone.
9. Scramble procedure: Through the green, each player must place his ball within a foot of the original lie, no closer to the hole. On the putting green, each player must place his ball within six inches of the original spot, no closer to the hole. If a team plays from a bunker, the second team member to play must recreate the original lie. If a team plays from a water hazard, the second team member to play must place his ball as close as possible to the original spot.
10. If there is any doubt about the rules or proper procedure, the player should play a second ball as allowed under USGA rule 3-3 and the team must report the situation to the Committee following play and before signing their scorecard.
11. Weather policy: Once play has started, only the Committee can suspend or cancel play. Because we have a limited window of daylight, play must continue if it is raining, so come prepared. If players decide on their own to stop or delay their play for any reason, it will be considered a voluntary WD by their team. However, if conditions become unplayable or if lightning is confirmed within six miles of the course, the Committee will sound an emergency horn and require all players to immediately leave the course. Play may not resume if the weather does not improve in time for play to be completed before sunset. If a round is not completed, no scores will count, no prizes will be awarded, and players will be given credit for their greens fee and prize fund contributions that day to use another week.