

# *USMA Class of '71 Shootout – Chambersburg, PA*

18-21 June 2019

1. Entry fees for men are \$20 each day per person and \$40 on Friday (\$20 each for the individual and team competition on Friday). Per our new procedure all entry fees have been paid up front as noted on the event entry form. Entry Fee for the ladies is \$10 per day, which has also been prepaid

2. Mulligans for the men are available (but voluntary) each day. **Two (2) Mulligans are available each day** (Yes – 2, and it is the same every day). Mulligans can be used on any shot except for “closest to the pin” and “longest putt”. Mulligans have been prepaid per the Registration Form. All Mulligan donations constitute a tax deductible gift to the Class Account.

3. Men’s competition for Tuesday, 18 June, (Penn National GC – Founders Course - **1330 shotgun start**) -- Play is individual competition within four flights established by the Dark Lords. All players play their own ball. Note: Couples will be paired in mixed 4-somes play. All ladies compete in a 2-lady scramble with a team handicap assigned by the LGA Committee.

Individual awards for the winners in each flight (A – D) will be paid as follows:

1<sup>st</sup> – 26%      2<sup>nd</sup> – 21%      3<sup>rd</sup> – 17%      4<sup>th</sup> – 14%      5<sup>th</sup> – 12%      6<sup>th</sup> – 10%

4. Men’s competition for Wednesday, 19 June, (Penn National GC – Iron Forge Course - **0800 shotgun start**) (**USMA [Black/Gold/Gray] Day**) — Men’s Shamble - Foursomes constitute a Shamble Team. Players all hit drives on every hole and teams select the best drive. Players then place their balls within 1 club length, no closer to the hole and in the same "condition", of the selected drive and play their own ball into the hole from that location. If the selected drive is on the green, the 1 club length rule does not apply .... all putt from the spot. Players receive 75% of their handicap to determine holes where they receive strokes. The net score for the hole for each player is noted on the scorecard by the team captain. The score for the team on each hole is the combination of the **2 best net scores** for the team on that hole. The Team Captain will indicate the net score for each player and the Team on the scorecard. Ties will be broken using the score for each team on the #1 handicap hole, and then moving to the next sequential hole (not the next handicap hole) if a further tie break is necessary. For threesomes, each player’s net score counts twice on every third hole by the sequence they establish on the first tee. 1st thru 6th place teams will receive cash prizes as follows (percentage of daily pot):

1st – 26% 2nd – 21% 3rd – 17% 4th – 14% 5th – 12% 6th – 10%

5. Men’s competition for Thursday, 20 June, (Waynesboro CC - **0900 shotgun start**) — Men’s Shamble - Foursomes constitute a Shamble Team. Players all hit drives on every hole and teams select the best drive. Players then place their balls within 1 club length, no closer to the hole and in the same "condition", of the selected drive and play their own ball into the hole from that location. If the selected drive is on the green, the 1 club length rule does not apply .... all putt from the spot. Players receive 75% of their handicap to determine holes where they receive strokes. The net score for the hole for each player is noted on the scorecard by the team captain. The score for the team on each hole is the combination of the **2 best net scores** for the team on that hole. The Team Captain will indicate the net score for each player and the Team on the scorecard. Ties will be broken using the score for each team on the #1 handicap hole, and then

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moving to the next sequential hole (not the next handicap hole) if a further tie break is necessary. For threesomes, each player's net score counts twice on every third hole by the sequence they establish on the first tee. 1st thru 6th place teams will receive cash prizes as follows (percentage of daily pot):

1st – 26% 2nd – 21% 3rd – 17% 4th – 14% 5th – 12% 6th – 10%

6. Men's competition for Friday, 21 June, (Penn National GC – Founders Course - **0800 shotgun start**). Men's flights (for individual game) and Four Man teams for (for the team game) will be established by the Dark Lords. All players play their own ball. Individual awards for the winners in each flight (A – D) will be paid as follows:

1<sup>st</sup> – 26%      2<sup>nd</sup> – 21%      3<sup>rd</sup> – 17%      4<sup>th</sup> – 14%      5<sup>th</sup> – 12%      6<sup>th</sup> – 10%

Team awards will be paid as follows:

1<sup>st</sup> – 26%      2<sup>nd</sup> – 21%      3<sup>rd</sup> – 17%      4<sup>th</sup> – 14%      5<sup>th</sup> – 12%      6<sup>th</sup> – 10%

7. There will be daily competitions for closest to the pin and longest putt as follows:

- Tuesday ( Penn National Founders Course)  
Hackers' Closest to Pin: Front and Back TBD  
Ladies' Team Closest to Pin: Front and Back TBD  
Hackers' Longest Putt: Hoe # TBD
- Wednesday (Penn National Iron Forge Course)  
Hackers' Closest to Pin: Front and Back TBD  
Ladies' Team Closest to Pin: Front and Back TBD  
Hackers' Longest Putt: Hole # TBD
- Thursday (Chambersburg, CC)  
Hackers' Closest to Pin: Front and Back TBD  
Ladies' Team Closest to Pin: Front and Back TBD  
Hackers' Longest Putt: Hole # TBD
- Friday (Penn National Founders Course)  
Hackers' Closest to Pin: Front and Back TBD  
Ladies' Team Closest to Pin: Front and Back TBD  
Hackers' Longest Putt: #TBD

8. The Handicap Committee (Dark Lords) will adjust handicaps initially based on reported handicaps and '71 Shootout history. The Dark Lords will subsequently adjust handicaps based on individual play.

9. A \$500 cash prize will be presented to any Hacker or LGA golfer making a hole-in-one. Start aiming at those pins! As tradition would dictate, this prize money is intended to help the recipient pay for the "Hole in One Drink" bill.

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10. Regimental Competition. All '71 classmates are automatically entered, and their daily score counts towards their Regiment's score. Net scores for each player will be averaged for the Tuesday and Friday rounds for a daily Regimental score. Low total is the Regimental Champion. Members of each Regiment must pick a Regimental Team Captain to represent the Regiment at the awards ceremony on Friday night.

11. Submit "Woody" nominations (person responsible for "most outrageous/funniest" conduct on or off the course) to Mike Ritchie or Jack Klevecz. Voting and presentation to follow nominations on Friday night.

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## **Daily Men's Rules**

1. Play your own ball.
2. Play the ball down unless instructed otherwise at the start of the day.
3. Pick it up at three (3) over par (gross).
4. Putts “inside the leather” are good. This constitutes a “gimme” and counts as one stroke. A ball is “inside the leather” if any part of the ball is touching the shaft of the putter when the head of the putter is put inside the hole and the putter is laid on the green in line with the ball. Anyone's normal length putter (no belly putters) in the foursome can be used to make the measurement.
5. Penalty for a lost, out-of-bounds, or unplayable ball is one stroke to drop a new ball anywhere within two club lengths of the path of the original ball. Do not go back to the spot where you hit the original ball. Search time limit is one minute.
6. A ball lost, out-of-bounds, or unplayable beyond the green must be dropped under penalty of 1 stroke within 2 club lengths of the point beyond the green where the ball last crossed the boundary or entered the condition where it was lost or became unplayable.
7. Mulligans:
  - a. Use Mulligans on any stroke – putt, chip, drive, etc.
  - b. No provisional Mulligans – if you hit it, you pay for it.
  - c. Do not use Mulligans to compete for “longest putt” or “closest to the pin” shots. You can hit a Mulligan on these shots, but only the original shot counts for prizes.
  - d. No “go back” Mulligans; i.e. if you find your ball is unplayable, lost, or out-of-bounds; you cannot go back to the spot where you hit the ball from and hit a Mulligan unless it is in the vicinity of the green.

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- e. When you hit a Mulligan, you can play either the original shot or the Mulligan.
  - f. Record Mulligans for each player on the scorecard.
8. Note the holes that have prizes available (closest to the pin & longest putt) and if you are the last group to play the hole, pick up the marker.
  9. Record gross scores on the scorecard for each player.
  10. Turn in legible scorecards to Tim Wray at the end of the round.

***Keep up the pace of play and HAVE FUN!***

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## USMA '71 SHOOTOUT - 2017

### Ladies Daily Rules

#### 1. Scramble Format :

\*all drive off tee.

\*select the best drive and all play second shot from within “one club length” of selected drive [no closer to the hole]. [Use the longest club anyone has.]

\*select the best second shot.....and so on until a ball is holed.

\*max score reportable is a team triple bogey.

2. “One club length” Rule : applies to all shots and all conditions [ fairways, roughs, bunkers, greens....everywhere !] Place (do not drop) the ball in all cases. You do not have to stay in the same condition. Just be sure you do not get closer to the hole.

3. “Get out of Bunker Free” Rule : You may take free relief from any bunker by placing the ball anywhere on the straight line of play away from the cup through the spot where it lies in a bunker. [ You must still have to play over the bunker. ]

4. Skill prizes : There will be a TEAM prize for closest to the pin on a par three on each side. ALL TEAMS : Please estimate the distance to the hole of your team's best shot and record it along w/ your team name on the “Ladies Closest to the Pin” marker. [If one team is closest on both holes, the 2<sup>nd</sup> closest team overall will be awarded the prize.] The closest ball need not be on the green, but be sure to leave the marker where it can be seen by the following team. The last team thru should pick-up the marker and return it to Tom or Arch at the end of the round.

5. Entry fee : \$10 per round.

6. Carry Obstacle : If all attempts fail to clear a given “carry” obstacle, you may place your ball just on the far side of the hazard or obstacle (e.g. ravine or pond), add one stroke to your score and play on.

7. Ties broken first by the back nine score and then regression from the 18th hole.

8. Please turn in your scorecard to Arch or Tom at the end of the round. Just in case .....Arch's cell # 706-464-4675.

71. Keep up with the group in front of you and..... have fun !

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-----Arch & Tom