16-19 September, 2024

Itinerary and information for participants in the 24th Annual West Point Class of 1971 Tom Martin Shootout A-GA-Ming Golf Resort September 16-19, 2024

Sunday, Sept 15th:

1300 – 1900 Event Registration

Note: Please register with the Shootout Committee at the registration area in lobby of A-GA-Ming Golf Resort

Monday, Sept 16th:

1230	Golf at Sundance Course
1800	Happy Hour – A-GA-Ming Resort
1900	Welcome Buffet –

Note: Golf should be completed around 1730 hrs, Happy Hour and Dinner will begin soon after golf

Tuesday, Sept 17th

0830	Golf at Torch Course
1800	Happy Hour – A-GA-Ming Resort
1900	Dinner and Awards

Wednesday, Sept 18th

0900	Golf at Charlevoix CC (28 miles from resort)
1800	Open for Dinners

Thursday, June 17th

0830	Golf at Sundance GC
1800	Happy Hour – A-GA-Ming Golf Resort
1900	Dinner and Awards –

16-19 September, 2024

- Men's competition for Monday, 16 September, (A-GA-Ming Resort Sundance Course, 1230 shotgun start) -- Play is individual competition within four flights established by the Dark Lords & Scoring Team. All players play their own ball. -All ladies compete in a 2-lady scramble with a team handicap assigned by the LGA Committee.
- Men's competition for Tuesday, 17 September, (A-GA-Ming Resort Torch Course, <u>0830</u> shotgun start) (USMA Black/Gold/Gray Day) Men's Shamble Foursomes constitute a Shamble Team. Players all hit drives on every hole and teams then 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 same 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 <u>2 best net scores</u> for the team on that hole. The Team Captain (the first player listed on the pairings sheet) will indicate the net score for each player and the Team on the scorecard. Please circle these scores on the scorecard. For threesomes, each player's net score counts twice on every third hole by the sequence they establish on the first tee.
- Men's competition for Wednesday, 18 September, (Charlevoix CC, <u>0900</u> shotgun start)
 Men's Shamble Foursomes constitute a Shamble Team. Note: Same rules as shown above for Wednesday's competition.
- Men's competition for Thursday, 019 September, (A-GA-Ming Resort (Sundance GC) <u>0830</u> shotgun start). Scramble Competition! Teams are established with a player from each of the four flights based on a random draw. Each team member will tee off, then the team selects the best drive. Each team member will then play their next shot from that location. This sequence continues until the team holes out, and records the score on the scorecard. There are no handicaps involved in this competition.
- Included in each daily entry fee for golf for both men and women is a nominal amount (men \$20 / ladies \$10) to be distributed to that day's daily event winners.
- 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 must be prepaid per the Registration Form. All Mulligan donations constitute a tax deductible gift to the Class Account.
- Handicaps are established by the Handicap Committee (Dark Lords) prior to the first day's play. The Lords will base their handicap decision on the player's previous Shootout history, or in the case of new players, information provided with your registration.

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16-19 September, 2024

Prize money will be awarded to the winning individuals for each flight on Monday, and by teams on the other days. The pots will be divided as follows:

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- 1st Place- 26% 2nd Place- 21%
                                 3rd Place- 17%
- 4th Place- 14% 5th Place- 12% 6th Place- 10%
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In the case of ties, the percentages will be added and then divided so that each individual/team will get an equal share.

- There will be daily competitions for closest to the pin and longest putt as follows:
- Monday (Sundance GC)

Hackers' Closest to Pin: Front and Back TBD Ladies' Team Closest to Pin: Front and Back TBD

Hackers' Longest Putt: Hoe # TBD

Tuesday (Torch GC)

Hackers' Closest to Pin: Front and Back TBD Ladies' Team Closest to Pin: Front and Back TBD

Hackers' Longest Putt: Hole # TBD

Wednesday (Charlevoix CC)

Hackers' Closest to Pin: Front and Back TBD Ladies' Team Closest to Pin: Front and Back TBD

Hackers' Longest Putt: Hole # TBD

Thursday (Sundance GC)

Hackers' Closest to Pin: Front and Back TBD

Ladies' Team Closest to Pin: Front and Back TBD

Hackers' Longest Putt: #TBD

- 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.
- Regimental Competition. All '71 classmates are automatically entered, and their daily prize money counts towards their Regiment's prize money per player. We will use this average to determine daily and cumulative positions. The Regiment with the highest cumulative prize money per player wins! Each Regiment will pick a Team Captain to represent the Regiment at the awards ceremony on Friday night, in hopes of winning the coveted plaid jacket!

16-19 September, 2024

Men's Daily Rules

- 1. Play your own ball, except as prescribed in the Shamble and Scramble formats.
- 2. Play the ball down unless instructed otherwise at the start of the day.
- 3. Pick it up at three (3) over par (gross) -- that will be your score for the hole.
- 4. Putts "inside the leather" are good. 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) can be used to measure.
- 5. Penalty for a lost, out-of-bounds, or unplayable ball is one stroke. Drop a new ball within two club lengths of the path of the original ball. Do not go back to where you hit the original ball. Search time limit is **one minute**.
- 6. 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. 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 from you hit.
 - e. You can play either the original shot or the Mulligan.
 - f. Record Mulligans for each player on the scorecard.
- 7. Turn in **legible** scorecards to Bill Ewing or the Scoring Committee Members at the end of the round.

Keep up the pace of play and HAVE FUN!

16-19 September, 2024

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.

- 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 <u>do not get closer to the hole</u>.
- 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 2nd 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 orpond), 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 caseArch's cell # 706-464-4675.

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Arch & To	om

^{*}max score reportable is a team triple bogey.