

22nd Dick's Hatband Tournament

Release 1 - 08141050

Dates: August 17-20, 2023

First Tee Time: 1:03 @ Metamora Fields, Metamora IL

Entry Fee: \$100

Format: 72 hole low net

Individual Round Awards

First - \$30

Second - \$15

Third - \$10

Fourth - \$5

Tournament Champion Award: \$160

Remainder of award distributed based on relative performance: \$600

Performance Improvement Quotient (PIQ) takes into account three factors:

- 1) past play in Majors
- 2) Sarazen Factor: beginning at age 51
- 3) Equivalent Improvement Factor

Lie Improvement: allowed (12" no closer to hole, no change of terrain, not on green or fringe or sand, not after a TV Rule drop, not to escape OB, penalty area, etc.)

TV Rule: yes

Provisionals: no

Gimmies: allowed

S-Notice Scoring: yes

Official Sunset: 7:48 PM

Official Sunset Plus 30 Minutes: 8:18 PM

included: tee-times, pairings, individual round PIQ's, DHB rain/darkness/girlyness policy (Hurt Feelings Report available upon request), further rules explanation

Tee Times and Pairings (FINAL)

See Majors website DHB page

INDIVIDUAL ROUND PIQs	MFer	MHCC	PL	WR
Brad Tilly (BT3)	8	10	5	6
Eric Niekirk (ERN)	7	9	5	6
Drew Cassidy (CGO)	4	6	2	3
Brett W. Tilly (W)	12	15	9	11
Dan Maloof (LUF)	10	12	7	8
Todd Tilly (TST)	13	16	10	12
Jeff Doeden (DOED)	12	14	9	10
Stan Collins (STL)	9	11	6	7
Tim Tilly (TT)	14	17	12	13
Mike Seghetti (MSG)	12	14	9	10

DHB RAIN, LIGHTNING, STORM, DARKNESS, COMPLAINING, GIRLYNESS, WITHDRAWAL, SHORTENED ROUND POLICY

WITHDRAWALS (due to inability to cope with Rain, Lightning, Storm, Darkness, Complaining, Girlyness, General Poor Play and/or Shortened Round Policy)

Prior to the beginning of Round 2:	25% refund of entry fee
Prior to the beginning of Round 4:	based on leaderboard position at time of withdrawal Top 10% - 50% refund of entry fee Second 10% - 40% refund Third 10% - 30% refund Fourth 10% - 20% refund Fifth 10% - 10% refund Bottom half - gornish!
During round 4:	gornish!

Withdrawals for other reasons such as injury, DIF, work issues will be handled on a case by case basis by the tournament director. Start faking.

DISQUALIFICATION (as a penalty enforced by the tournament director)

Removal from the tournament. Forfeiture of entry fee.

HEAVY RAIN/STORMS/LIGHTNING

Suspension of play will occur if:

- 1) Golf course personnel suspend play (warning horn, etc) OR
- 2) Tournament director suspends play

Resumption of play will occur if

- 1) Golf course personnel allow it AND
- 2) Tournament director determines that there is a reasonable chance of finishing the majority of the remaining holes before the onset of darkness.

DARKNESS

During the period between Official Sunset and Official Sunset Plus 30 Minutes, the tournament director may stop play and declare the round over based on prevailing visibility.

At Official Sunset Plus 30 Minutes, all play is stopped and the round is over.

SHORTENED ROUND

Only holes which are finished by all players in all groups will count and scoring will revert to Standard Scoring for that round only. Thirty-six or more completed holes will constitute an official tournament.

FURTHER EXPLANATION OF RULES

TV RULE

A player may invoke the TV Rule if his ball is most likely inbounds, not in a hazard, and cannot be found by any other player. This player may elect to have an opposing player drop from knee height a new ball in the same area where the original ball is suspected to lie. Note: Although there is no lie improvement allowed after a TV Rule drop, the dropping player will not intentionally try to drop the ball resulting in a lie that is significantly worse than would be expected from the majority of said area. More than 50% of the group must agree that the rule is being invoked and applied appropriately. There is no penalty to invoke the TV Rule.

PROVISIONALS

None. If a ball is hit out of bounds, place a ball within four club lengths of the point at which the ball crossed the boundary, no closer to the hole. One stroke penalty. Note: In some cases, any point within four club lengths may not provide an enviable lie due to tall grass, schmutz, trees, etc. Nevertheless, the ball must be placed within four club lengths. In this case, the player can in addition take an Unplayable Lie with an additional one stroke penalty to get away from the tall grass, schmutz, trees, etc. In the unimaginable event that all points within four club lengths lie within a hazard, place a ball within two club lengths of where the ball crossed the hazard. Still one stroke penalty. Commitment. Make it work.

GIMMIES

Are allowed. All players in the group must concur. Any player not concurring with the gimmie must object within two seconds. Two seconds of silence is considered concurrence.

TIE BREAKERS (low net playoff, ties for low score move on)

First: Replay holes 1 and 2, course permitting (standard hole handicaps apply)
Second: Putting contest (no handicaps, no gimmies) See details at the end of this document if so interested.

MISCELLANEOUS RULES and PENALTIES

It is not the intention of the rules committee that these rules be memorized. But they should be carried and consulted as needs arise.

Also, the special circumstances addressed below relate to a ball that lies in the exact place to which it was hit, and not after moving the ball up to 12 inches. For example, a ball that lies 11 inches out of bounds cannot be moved 12 inches and deemed to be in bounds by 1 inch.

Furthermore, any questionable issues are best addressed in real time by the player and his playing partners. If there is a discrepancy among player and partners as to the correct solution, the player will determine the course of action and the matter will be addressed by the Tournament Director after the round. Give him time to find his powdered wig and guillotine. If anybody is left alive, penalty strokes will be administered as appropriate.

A note about drops: With the exception of the TV Rule, the “drop” can be a placing of the ball. It does not have to be physically dropped from knee height, etc. Club lengths can be estimated unless terrain becomes an issue. For example, if it is not obvious that four club lengths on an OB drop will put you outside the tall grass or give you a line around a tree, then you must measure it out with a club. A clublength is considered to be the players longest club that is not a putter *or ball retriever*.

THE DOUBLE HIT, MULTIPLE HIT and the equally impressive PLAYER HIT BY OWN BALL

These feats are so hard to accomplish and usually carries such a disastrous result that no penalty is applied, play it as it lies. Only counts as one stroke. Not two. Or more.

FOUND BALL

If a player plays a new ball (due to lost ball, TV rule, etc.) and then the first ball is found by any player or spectator, the first ball will be considered still in play and the new ball and the result of hitting the new ball is disregarded. There is no option to take the result of the new ball strike. No penalty. *See the one exception under RED STAKES/YELLOW STAKES below.*

SAND

You don't have to hit out of a footprint, rut or bad rake job. Place the ball near the original spot no closer to the hole and still in the sand.

UNPLAYABLE LIE (NOT IN SAND, NOT IN RED STAKED PENALTY AREA)

Option 1: Take two club lengths relief no closer to the hole, one stroke penalty. If the two club lengths still leaves you with an unplayable lie (e.g. still in the schmutz or in the bushes or trees), go to the nearest point of relief no closer to the hole (e.g. out of the schmutz or bushes or trees) and drop the ball within one club length of that point, one stroke penalty. Option 2: Take the ball back as far as you want on a line connecting the hole and the original ball position extended backward, one stroke penalty.

BALL HITS OPPONENT'S EQUIPMENT

Opponent's equipment shall include bag, cart, club, headcover, umbrella, golf glove, swing aid, alcoholic beverage container, etc. Basically anything belonging to an opponent except ball and flagstick and clothing that he or she is wearing. Ball may be replayed or played as it lies. No penalty.

BALL HITS OPPONENT OR OPPONENT'S BALL

Play your ball as it lies, replace opponent's ball. Do not aim for an opponent. No penalty.

TURNING IN INCORRECT SCORECARD

Scorecard will be corrected. No penalty for inadvertent mistake. DQ for submitting a score that is deliberately incorrect.

GROUNDING CLUB IN PENALTY AREA OR SAND TRAP

There is no penalty for grounding a club in a red staked penalty area or yellow staked area. The club may be grounded behind the ball and practice swings are allowed in these areas. Do not use practice swings to disturb foliage in order to improve your swing path or intended ball path. In a sand trap, you may ground your club to assist in bodily entering or exiting a sand trap. You may lean on a club in a sand trap. You may not ground the club behind your ball at address in a bunker nor take practice swings that disturb the sand in the bunker.

ASKING FOR ADVICE

Asking for advice from an opponent including wind direction, club selection, etc. is allowed and encouraged. Opponents are not required to answer or answer honestly.

NUMBER OF ALLOWED CLUBS

No limit.

REMOVING OBJECTS IN A BUNKER

You may remove objects, natural or foreign in a bunker. Pine cones, sticks, candy wrappers, syringes, etc. Just don't move your ball in doing so. If you do, put it back.

CASUAL WATER AND ROPED OFF AREAS

Find your nearest point of relief no closer to the hole. Casual water is defined as visible water under the ball or around the feet of the player before or after taking his stance. Drop within one club length of the casual water area or roped off area no closer to the hole. No penalty.

BALL ON CART PATH

You do not have to hit the ball off of it or stand on it to swing. Find the nearest point no closer to the hole that provides a swing and a stance. Drop within one club length from that point. No penalty.

HITTING THE WRONG BALL

Replace the ball if feasible. No penalty for inadvertently hitting the wrong ball. If the hole is completed and both players have played the remainder of the hole with the wrong ball, both players take a two stroke penalty.

IMPROVING SWING PATH

You cannot bend, break or hack anything growing or fixed if it improves your lie, stance, or area of your intended swing. You are however allowed to fairly take a stance. e.g. you are allowed to bend (not break) a few branches in order to get under the trees to take a stance that has minimum impact on the tree branches. Yes, this is vague. You certainly cannot break any branches to get into your stance. And you can't hack at the tall grass with practice swings for example until you have a shot from the short grass.

RED STAKES/YELLOW STAKES

Play all as Red Staked Penalty Area

Option 1: Play it from the hazard (club grounding allowed!)

Option 2: Draw a line from the hole to where the ball last crossed the margin of the hazard and drop anywhere behind that point keeping the point between you and the hole, one stroke penalty

Option 3: Go to the point where the ball last crossed the margin of the hazard and drop within two club lengths, no nearer the hole, on either side of the hazard, one stroke penalty. This option can still leave you in a less than desirable position from which to hit your next shot. The red staked creek area on #11 at Weaverridge is a good example. You most likely will be hitting your drop from amongst the vast area of trees.

* There is no provision for rehitteing the shot from the original position due to speed of play considerations. *Exception: Rehitteing from the tee box is permitted, with stroke and distance penalty applied. If the first ball is found (in or out of the hazard), it will NOT be played. This is the one exception to the FOUND BALL rule above. This is not a provisional. Provisionals are a time killer. This is declaring the first ball unusable and taking the penalty.*

BALL CROSSES HAZARD, HITS GROUND, THEN ROLLS IN OR RICOCHETS BACK AND STOPS IN HAZARD

Option 1: Play if from the hazard.

Option 2: Go to the point where the ball last crossed the margin of the hazard. In this case it will be the far side of the hazard. Drop within two club lengths but no nearer the hole. If no spot within two club lengths exists that is no nearer the hole, go to the nearest point that is not nearer the hole and drop. It could be a ways away. Maybe even back on the front side of the hazard. One stroke penalty.

WINDBLOWN BALL

No penalty, replace as desired. (Maybe it will blow into the cup. Don't wait forever.)

BALL STROKED FROM GREEN HITS FLAG STICK

Two stroke penalty if the flagstick is not in the hole. If the flagstick was moved after the ball was stroked, the two stroke penalty applies to whomever moved the flag if and only if the flagstick was actually hit. The flag is considered part of the flagstick.

STRIKING A BALL THAT HAS NOT YET COME TO REST

Three stroke penalty. All shots must come to a stop before a new shot can be made by the same player. This is uncommon but when it happens it is almost always a frustrated putter tapping in a missed short putt before it has stopped. Don't do it. Exception: see THE DOUBLE HIT above. MICKELSON 2018!!

BALL ON WRONG GREEN OR FRINGE

Relief is given. Play the shot from the closest point of relief, no nearer the correct hole. The ball must not be played from the green or the fringe. Nor must the stance be taken on the green or the fringe. No penalty.

DHB COURSE SPECIFIC APPLICATIONS OF RULES

Pine Lakes: White out of bounds stakes on holes 6, 7, 15, and 16 are to be disregarded. Out of bounds areas will only be in effect on holes 6 and 15. On hole 6 the out of bounds area for the DHB is the 7th fairway, the 7th green and fringe, and any areas beyond or to the east of each. Any area beyond or to the south of the 7th fairway is considered in play. On hole 15 the out of bounds area for the DHB is the 16th fairway, the 16th green and fringe, and any areas beyond or to the southwest of each. The sand bunker to the north of 16 green is considered in play. Any area beyond to the northwest of the 16th fairway is considered in play. These DHB out of bounds areas apply to all shots, not just the tee shot. If any part of the ball (not just the bottom of the ball) touches the fairway or green or first cut of fringe, the ball is considered to be out of bounds. Thus, a "collared" ball is OB. The fairway is considered to extend fully to the green and fringe if any.

UNINTENTIONAL MISAPPLICATION OF THESE RULES

Every attempt should be made by each player to adhere to the rules and the spirit of the game, calling penalties upon himself when appropriate. Opponents are responsible for helping out with rules interpretations as spelled out in these pages to avoid controversy after the fact. However, and although not ideal, penalty strokes can be retroactively applied. Tournament Director can be consulted. Witness statements will be taken. Two additional penalty strokes per infraction may be considered and applied if it is determined that as a result of the misapplication of the rule and appropriate penalty, the player still had a benefit.

INTENTIONAL MISAPPLICATION OF THESE RULES

Should a player intentionally disregard these rules (can't see it happening, yes I can, yes I did) after having the situation brought to his attention, refuse to accept appropriate penalty strokes, or otherwise conduct himself in a manner that is blatantly not in the interest of the DHB as determined by the Tournament Director, the penalty shall be disqualification. See WITHDRAWALS above for fee schedule.

DISPUTES and UNFORESEEN CIRCUMSTANCES

Not every situation can be covered here. Other things will arise and as such will be settled by the tournament director. What I say when it comes to this golf tournament is the law. Absolutely and without discussion. Even if I am wrong. But I will try to be right.

ADDITIONAL INFORMATION - not required reading

PERFORMANCE IMPROVEMENT QUOTIENT (PIQ)

= function (past play in Majors, Sarazen Factor, Equivalent Improvement Factor)

80% INITIAL PIQ

= 80% of the average difference from par in all rounds in all Majors played

USGA HCP in MAJORS

computed using USGA guidelines but using scores posted in Majors only

SARAZEN FACTOR Table

Age 51: 2.90

Age 52: 2.80

Age 53: 2.70

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Age 77: 0.30

Age 78: 0.20

Age 79: 0.10

Age 80+: 0.00 (Blutarski line)

PIQ Computation Example 1

80% initial PIQ = 12.50

USGA HCP in MAJORS = 16.50

Sarazen Factor for Age 71: 0.90

Minimum PIQ - USGA HCP in MAJORS (16.50) - Sarazen Factor (0.90) = 15.60

Final PIQ = higher of 80% PIQ (12.50) and Minimum PIQ (15.60) = 15.60

PIQ Computation Example 2

80% initial PIQ = 16.75

USGA HCP in MAJORS = 16.00

Sarazen Factor for Age 51: 2.90

Minimum PIQ = USGA HCP in MAJORS (16.00) - Sarazen Factor (2.90) = 13.10

Final PIQ = higher of 80% PIQ (16.75) and Minimum PIQ (13.65) = 16.75

SPECIAL NOTE: If a player has played less than 20 rounds in the Majors, that player's USGA index will make up the remainder of the missing rounds. If a player has no USGA index, an estimate will be provided.

*** In 2021 BT3 The PIQ Calculator made some changes to how the PIQs are calculated in light of USGA Handicapping changes that took effect in 2021. If the above examples conflict with BT3's calculations, BT3's calculations supersede. Rest assured, the spirit of the PIQ has not been violated.

EQUIVALENT IMPROVEMENT FACTOR

Compensation for better players in the rare event a lesser player improves dramatically from one year to the next. For example, if a player with a PIQ of 25 knocks 10 strokes off of his game, a player with a PIQ of 10 will be hard pressed to equal that 10 stroke improvement. He must improve in order to compete. But since it is much easier for a 25 to become a 15 than it is a 10 to become a 0, the EIF compensates. The mathematics involved in this calculation are beyond the scope of this document. But they are accurate.

SARAZEN FACTOR RATIONAL

At Age 50 Phil Mickelson won the 2021 PGA Championship. Obviously he did not need help from any Sarazen Factor. Players age 51 and older are assigned a Sarazen Factor.

It is theoretically possible that with everything else equal, age can have a detrimental effect on performance. Especially when that performance is viewed in comparison to past superior play. This may lead to unrealistically low PIQ levels. The Sarazen Factor mitigates this effect by limiting the damage from an older player's recent awful age related play.

The PIQ rewards. It rewards for meaningful improvement with respect to all past Majors play. The Sarazen Factor does not reward. It minimizes. It minimizes the damage that may occur if an aged player is unable to improve or maintain his historical level of play due to that aging.

TV RULE

As you know, there is almost no possibility of a lost ball during a televised event. As long as the ball is on dry land and not out of bounds, somebody saw where it went. They will find it. The TV Rule is our way of "finding it". However, one cannot legislate morality. It has been tried. Apply the TV Rule in the spirit in which it was envisioned. As a time saver. As a bad break breaker. Not as an opportunity to take advantage. Just as there are no foot wedges and no "PRACTICE SWING!!!" excuses, there can be no abusing the TV Rule. Are you using in more than once or twice in the tournament? Start asking yourself some introspective questions. Taken candy from a baby lately? Everybody will know. Everybody talks about it afterward. Some more than others. Some too much.

S-NOTICE METHOD OF SCORING

Players receive their PIQ strokes beginning on the first hole and each hole afterward until they are out of strokes for that round. In other words, hole handicaps are not considered.

The S-Notice method of scoring is intended to encourage players to attain a PIQ of zero. With a PIQ of zero, the hole-by-hole leaderboard will not tend to show a late round collapse of a player's running score. Conversely with a PIQ of 9 for example, the player will receive his PIQ strokes on holes 1-9 and the leaderboard will reflect a solid first half of the round and a potentially ugly second half where there are no PIQ strokes available. The player with a PIQ of 9 is incentivized to improve. (Yes, he could regress to a PIQ of 18 and show the same even performance on the leaderboard. But that would hardly be worth it.)

EXCEPTION: See Shortened Round earlier in this document.

COMPUTER ALGORITHM UTILIZING PURE GEOMETRIC LOGIC

This algorithm calculates the payout beyond the individual round awards and the champion's award. In doing so, it determines each player's relative finishing position on the leaderboard and the number of strokes separating him from all other players. The more competitors a player finishes ahead of and the more strokes by which that player finished ahead of his competitors, the more payout he receives. Finish last by a wide margin and the algorithm will not reward you with much. Finish last by a smaller margin and you will be awarded more. The little known and under-appreciated *Cosmological Constant* will ensure that you will win something* even if you finish last. In addition, the algorithm in characteristically pure and geometrically logical form also ensures that only the champion will win the most money.

* \$4 is the lowest "something" paid to date

SECOND TIE BREAKER: THE PUTTING CONTEST

* officiated by the Tournament Director. If the TD is competing in the tie breaker, the President of The Majors will officiate. If the POTM is competing, the next Presidents of the Majors will officiate in order. If all four are competing, the last place finisher in the DHB will officiate. If the last place finisher in the DHB is competing, something is wrong. Required materials, Majors War Deck, tape measure.

*** Round 1: Picking Cards and Poisons**

- * War Deck: Each player competing will pick a card. Ace of Spades is high.
- * Players keep cards until they win or are eliminated.
- * Holder of the high card picks his place in the order.
- * Next highest card holder picks his place and so on until the full order is determined.
- * The officiator picks out a putt of 30-40 feet on the putting green.
- * The player who is first in the determined order then putts.
- * If the first player makes, all players holding higher cards are eliminated. All players holding lower cards must make to remain alive. (Players may watch the break of the putt from behind the putter. Don't get too close!)
- * If the first player misses, he marks.
 - * The second player putts.
 - * If the second player makes, all players holding higher cards are eliminated. The first putter is also eliminated. All players holding lower cards must make to remain alive.
 - * If the second player misses, he marks.
 - * Play continues in a similar manner for the remaining players.
- * Once all remaining players (if any) have putted and marked their first putts, players putt in standard order (by who is "farthest out") and low score wins. If there is still a tie among two or more players, those players move on to Round 2.

*** Round 2: Sudden Death**

- * A different putt of 30 to 40 feet is selected.
- * The remaining player who went last in Round 1 goes first in Round 2. That is, the order of play from Round 1 is reversed. (Observing the break of the putt is again allowed.)
 - * If the first player makes, he wins.
 - * If the first player misses, he marks.
 - * The second player putts.
 - * If the second player makes, he wins.
 - * If the second player misses, he marks.
 - * Play continues in a similar manner for the remaining players.
 - * If no player has made his first putt in Round 2, players complete the hole and low score wins.

* If there is still a tie among two or more players, those players move on to Round 3.

*** Round 3: The Shootout**

- * Six putts from 7-9 feet to the same hole from different points surrounding said selected hole.
- * Remaining players putt in high card order on the odd numbered putts and reverse high card order (low card first) on the even numbered putts. Observing the break is allowed.
- * The player with the most made putts wins.
- * If there is STILL a tie, players move on to Round 4.

*** Round 4: THE END**

- * Any putt greater than 40 feet is selected.
- * Players putt in card order. Highest card first.
- * Any remaining player yet to putt in Round 4 MAY NOT WATCH any of the putts in Round 4 made previous to his putt. A turn of the back is sufficient.
- * If a player misses a putt, the distance from the closest edge of the ball to the closest edge of the hole is recorded and if it is not in the way of subsequent putts, the ball is marked.
- * After all players have putt, the player whose putt stopped closest to the hole is the winner.
- * If more than one player makes the putt or two or more players tie for closest to the hole, repeat Round 4 with a different putt, same order with any remaining players until a winner is determined.

Notes:

- * Darkness will not be considered. Play will continue until there is a winner.
- * If there are golfers nearby on the golf course, the tie breakers should be paused to let them continue undisturbed as this process is bound to produce a lot of hooting and hollering.