

## EMFSPRINT

SUPPLEMENTAL INFO (***not required reading***, but will help sort it out if these situations come up)

**Grid Penalty Example:** In an eight-player contest a player is projected to start 7<sup>th</sup> on the grid because he has the 7<sup>th</sup> lowest index. But since the player has no established USGA Index, his index has had to be estimated. For this reason, he receives a three-place grid penalty. His SG points are adjusted accordingly. In this case, the player would start 8<sup>th</sup> instead of 7<sup>th</sup> and get 0.3 SG points instead of 0.4. Not too bad in an eight-player contest. In another example, if this had all occurred in a twelve-player contest, the player with the penalty would slip from 7<sup>th</sup> to 10<sup>th</sup> and get only 0.1 SG points.

**Crash Point Affects Finish Position:** The earlier a player crashes, the worse it is for him and his team. For example, if a player crashes on Hole 1 and nobody else crashes on Hole 1, that player is retired and finishes in last position. His team receives points (if any) for his last place finish and his Starting Grid points (if any). Then, if another player is the only player to crash on Hole 2, he is retired and finishes in second to last position. His team receives points (if any) for his second to last place finish and his SG points (if any).

**Who Crashes First?:** What if two or more players crash on the same hole - who finishes in what position? Within a foursome: the player with the highest crashing score is considered to have crashed first. If the crashing scores are the same, the player to hole out last is considered to have crashed first. "Reward, such as it is, for making a putt." Between foursomes: All crashing players in earlier groups are considered to have crashed before all crashing players in later groups. Yes, better players are at a slight disadvantage here because they tee off first. Don't crash and you don't have to worry about it.

**What Happens For A Player After A Crash?:** That player is considered retired from the event. The rest of the round has no effect on anything. Its basically practice holes for him after a crash.

**Tee Box Order and Groups:** Players will be grouped according to Starting Grid position (grid penalties applied) with the top four teeing off first. You may be playing in the same foursome with your teammate or you may not.

**Course Limits:** A player exceeds Course Limits when he makes a net double bogey or worse. There is no penalty for the first three occurrences. Upon exceeding Course Limits for the third time, the player is given the *Black & White Flags* warning denoting the next exceedance will result in a penalty. The fourth net double bogey triggers a one stroke penalty. The fifth – a two stroke penalty. So a player with five net double bogies or worse will have three strokes added to his score at the end of the round. For the sixth, seventh and eighth occurrence, there is no penalty. The ninth gets a one stroke penalty, the tenth a two stroke penalty. For the 11<sup>th</sup>, 12<sup>th</sup> and 13<sup>th</sup> no penalty. The 14<sup>th</sup> gets a one stroke penalty. The 15<sup>th</sup> gets a two stroke penalty. For the 16<sup>th</sup>, 17<sup>th</sup> and 18<sup>th</sup> no penalty. So, it is possible for a player to get up to nine penalty strokes for Course Limits. Of course, Course Limits penalties are moot for a player that crashes.

## COURSE LIMITS EXCEEDENCE SCHEDULE

First net double: no penalty

Second net double: no penalty

Third: no penalty but Black and White Flags warning issued

Fourth: one stroke penalty added to net score at the end of the round

Fifth: two stroke penalty added to the net score at the end of the round

Repeat cycle...

**Picking Teams:** Teams will be randomly picked prior to the event. For example, the top two players COULD be on the same team!

**Odd Number of Players:** One player will randomly be chosen and he will have no teammate. His scores will count twice on the starting grid in the individual low net and will be added together for the "team" score. **Minutia:** His two final individual point totals will not be exactly the same as he will start with two consecutive SG point allotments, say 0.7 and 0.6. And his points earned for low net will also not be the same. For example he might earn 5 points for fourth place and 4 points for fifth place in low net. In this example his two final scores would be 5.7 and 4.6 individually and 10.3 for his "team".

**Tie For Net Score (after penalties applied):** The player to hole out first is determined to have finished higher. Take your turn and make mental note of the hole out order on Hole 18.

**Tie for Team Points:** Teams split any team money won.

**Crash and Course Limit Criteria:** Adjusted for the number of players: 4-11 players Net Triple/Quad for Crash and Net Double for Limits. 12+ players: Net Double/Triple for Crash, Net Bogey for Limits.

**Future Modifications:** We could change Crash and Course Limit Criteria to be based on difficulty of the course. Also, in future contests we could include "Stewards Favor" in which a player could offset a Course Limits penalty by making multiple net birdies during the round.

**Scoring:** We will use Squabbit to enter gross scores. If a player crashes, enter his gross score for that hole. Thereafter, enter 10 for him on the rest of the holes. Course Limits and *Black and White Flags* can be commented on in the app as we go to make people feel bad. Any Course Limits penalties will be assessed after the round when we do the final scoring. Following along in Squabbit might enhance your position awareness.

**OTHERS:** Other situations may arise that we will have to address on the spot.

If it were today it might go something like this...

STARTING GRID with POINTS based on established USGA INDEX

1.0 BT3 (6.4)

0.9 STL (7.0)

0.8 ERN (9.8)

0.7 W (10.2)

0.6 LUF (10.7)

0.5 DOED (11.4)

0.4 TST (14.6)

0.3 TBK (14.0) \* GRID PENALTY \*

RANDOM TEAMS (we will redo this before the actual event)

BT3/ERN 1.8 grid points

STL/LUF 1.5 grid points

W/DOED 1.2 grid points

TST/TBK 0.7 grid points

FOURSOMES

FIRST OFF: BT3/ERN, STL, W

SECOND OFF: TST/TBK, DOED, LUF