

# EMFSPRINT

\$20 per person entry fee.

Two man teams – each player plays own ball for net score.

Two ways to win: Most individual points wins individual contest. Most team points wins team contest.

## HOW TO GET POINTS

*STARTING GRID Points:* Player with lowest USGA Index is pole position. And gets a full 1 point to start. The second lowest gets 0.9 points to start. On down to tenth which gets 0.1 points. Any player with no established USGA Index receives a three-place grid penalty.

*LOW NET Points:* Player who finishes with the lowest net score (after any Course Limit penalties applied) gets 8 points. Second lowest gets 7 points. 3<sup>rd</sup> - 6 points. 4<sup>th</sup> - 5 points. 5<sup>th</sup> - 4 points. 6<sup>th</sup> - 3 points. 7<sup>th</sup> - 2 points. 8<sup>th</sup> - 1 point.

## SPRINT WINNER (INDIVIDUAL)

Each player adds up his *SG* points and *LN* points to get their total points. The player with the most points wins the individual contest. Second most gets second place and so on.

## SPRINT WINNER (TEAM)

Each team adds up its *SG* points and *LN* points from both team members. The team with the most points wins the team contest. Second most gets second place and so on.

## DON'T CRASH!

A player who makes a net triple bogey or worse on Holes 1,2,17 or 18 or makes a net quadruple bogey or worse on holes 3-16 is considered to have crashed and is retired from the event. Be careful! Especially out of the gate and at the end.

## DON'T EXCEED COURSE LIMITS!

Players can make up to three net double bogies or worse with no penalty. The fourth net double bogey or worse will trigger a one stroke penalty. A fifth triggers a two stroke penalty. Penalty strokes will be added to a player's final score at the end of the round.

**PAYOUT:** Individual 1<sup>st</sup> – 37.5% of total entry fees, 2<sup>nd</sup> – 15%, 3<sup>rd</sup> – 7.5%.

Team 1<sup>st</sup> – 25%, 2<sup>nd</sup> – 15%

See SUPPLEMENTAL INFO for more detail if interested.