

Dates: May 19 - 22, 2024
Location: Farmington, New Mexico
Entry Fee: \$50 each (\$600 purse)
Winner: Most Points

The Rules



Events Rules

- Scramble**
- 12 Players grouped by HDCP (papa / mama / baby bears).
 - Mamas split each round (2 proud papas / 2 new babies).
 - Six competing teams of two (1 papa / 1 baby) per round.*
 - Teams will be drawn randomly and announced nightly.**
**Each Mama will transition in each round to a Papa (3x for 5&6 seeds, 2x for 7&8 seeds) or to a Baby (in el reverso). DONE. Announced at nightly drawing.*
*** No pathetic schmuck shall be teamed with any other pathetic schmuck more than once (ensurement can/will result in angry angst-filled redraws FTTM).*
SPECIAL NOTE to the LITTLE PEOPLE: In Regodds to Whomsoever is or isn't playing with Whomsoever: TD and Assistant to the TD gonna try to smooove it out.
 - Format is Lowest net score per team with handicaps.
 - Team Handicaps based on USGA Guidelines (35% A + 15% B).
 - Points awards for best team front, back, and 18 hole scores.
 - 126 points per round (max/player/round = 18).
- Skins**
- Groupings to be based on total points thru Rd 5 (4-4-4)
 - Uncaptured skins will carry over (group/overall skins).
 - Individual handicaps apply in full.
 - Low net in your group wins the group skin(s): 1.0 pt/hole.
 - Low net in the field wins the overall skin(s): 2.0 pts/hole.
 - 90 total points possible (max/player = 54).

Rules of Play & Misc Rules

- Scramble**
- Your team ball can be moved no more than 12 inches in any fairway, rough, woods, tree, desert, steppe, mesa, tundra, butte, plateau, road, sand, water, delta, fjord, marsh, bog, bayou, swamp, cacti, thicket, tar pit, pinestraw, flowerbed, or double bed.
 - Your team ball may never be moved closer to the hole and must always remain in the same terrain. (eg flowerbed to flowerbed)
 - Of course, your team ball must always be played in place on the green or fringe. Mark it!
 - If you pick up one ball thinking that the other is the one you want to play only to find out it is not, you may return and play from the spot of the picked up ball, provided you can reasonably remember where it was.
 - The first ball in the hole results in your official score on that hole. Trust me, it is better this way. The last thing you want to do is miss a tap-in before your partner putts the first putt. Then what happens? See what I mean?
 - Gimmes: There ain't none. Can't give the other team a putt, can't give your partner a putt, can't give yourself a putt.
 - Any ball feared out of bounds must be rehit from the original spot w/ stroke & distance penalty - provisionals please. Both players may hit the provisional, but doing so forfeits the first ball of the non-out of bounds hitter - no idea why you would do it, but who knows with this crew? If both players hit out of bounds, only one provisional per player is allowed.
 - Any ball lost, but not OB, must be dropped w/in 2 club lengths from where it was lost (you figure it out) - just count the drop.
- Skins**
- Your ball can be "played up" in any fairway, rough, woods, tree, desert, steppe, mesa, tundra, butte, plateau, and road conditions.
 - "Played up" means the ball can be moved 12 inches in any direction within the same terrain but no closer to the hole.
 - Your team ball must always be played in place on the green or fringe. Misreading a putt is strictly prohibited (6th time!).
 - Your ball must be played where it sits in sandtrap, marked hazard, general hazardous condition, or any area that makes you sad.
 - Gimmes (for NET par or worse) are allowed w/concurrence of a majority of your playing companions.
 - Any ball feared out of bounds or lost in the woods will be played like it was lost in a hazard, whatever that is (see rule 8 above).
 - Any ball feared out of bounds must be rehit from the original spot w/ stroke & distance penalty - provisionals please.
 - Write down the actual GROSS scores for all players on every hole (X if a player picks up). Remember there is an overall game going on. If three are out of the hole, the fourth still must finish (gimme rule applies).
- General**
- Obey all rules, failure to obey rules (expressed or unexpressed) may result in expulsion (Fred Garvin Ex-Post Facto clause).
 - The tournament is subject to blackout, so again no TV rule - a lost ball is lost, but just take a drop and count it as your penalty.
 - Other normal rules of golf apply for unplayable lies, balls in hazards, etc. - Still haven't learnt them, so don't ask.
 - Tournament Director (TD) will make all calls related to inclement weather, darkness, it just being stupid, or general upheaval. Do not stop playing for any reason without first checking for evidence of personal maleness and then consulting with the TD.
 - Any amount of rain, a slight breeze, and/or general course irregularities will not be accepted and/or quote unquote tolerated.
 - In the rare case of a personal defection from the tournament - for physical injury and/or mental malady, all earned points for completed rounds and half rounds will remain. The remaining UFC will be reformatted in the fairest way possible for/by the TD.
 - Tee time pairings drawn for the first five rounds are only suggested and can, of course, be modified if you find that you have developed quite a dislike for one of your playing companions. You must play with your chosen partner no matter how vile that seems.
 - At no time will anyone be allowed to tee off before the course actually opens that day or has closed the night before.
 - Points and prize money will be awarded as shown on the schedule (all ties will split points and prize money).
 - Championship Tie-breakers: #1 position entering the skins game #2 most overall skins in the final round
#3 most consecutive shots used in a scramble match #4 highest cholesterol reading (the bad kind)
 - Any rulings necessary that are not covered by the included rules will be made solely by the tournament director (TD).
 - If you find that you disagree with any of the stated rules, schedules, or future rulings, good for you. It is a free country.