Arroyo Del Oso Golf Association
2-Man Six Shooter November 14, 2026

TOURNAMENT FORMAT – 6 holes Best Ball (100% of handicap), 6 holes Scramble (A Player 35% of handicap + B Player 15% of handicap), 6 holes Modified Alternate Shot (50% of the sum of each player's handicap)
TEE BOXES – All players will use the White Tee Boxes unless players over the age of 65 chooses to play Gold tees.
TEAM SKINS- A gross skin pot is available as part of your entry fee at $5 per player. All skins will be team skins.
CLOSEST TO THE PIN – All Par 3's are open CTPs to the field. Hole #16 winner awards the team.
POSTING OF SCORES– Scores in this format are not eligible for USGA Handicap Purposes

COMPETITION RULES

All tournament play is to be by USGA rules except where governed by local rules.

Holes #1-6 Best Ball
Both players play their own ball until holed. The best score will be counted as the team score. All players must finish hole as both scores count toward the gross skins. Each player receives 100% of their handicap. *Preferred lie – Lift clean and place within 1 club length in your own fairway*.

Holes #7-12 Scramble
Both players hit a tee shot. The best of the tee shots is selected and both players play their second shots from that spot. The best second shot is determined, and the third shot is played from that spot, and so on until the ball is holed. Balls must be placed **within 1 club length of the original ball.** Lies cannot be improved; if the original ball is in the rough both balls must remain in the rough as well. In the event the ball chosen is in a hazard, the original ball must be played as it lies, and the second ball may be placed within a club length. Balls on the green must be placed as close as possible to the original ball. Team handicap is determined by adding 35% of the A player's handicap with 15% of the B player's handicap.

Holes #13-18 Modified Alternate Shot *(One player will tee off from Odd numbered Tees and the other Even numbered tees)*
Each side will play **one ball** from the tee, through the green to hole-out for each hole. Teams will decide prior to their first hole which player will tee off on the odd tees and which will tee off the even tees. Then each player will take turns hitting shots until the ball is holed. NOTE: Penalty strokes do not change the order of play. If Player A hits the tee shot out of bounds Player B hits the next tee shot. Team handicap is determined by adding together 50% of each player's handicap.
Preferred lie – Lift clean and place within 1 club length in your own fairway

Record **GROSS SCORES ONLY** on the scorecard
During the course of play if you are in doubt as to how to proceed under a rule, play a second ball under USGA rule 3-3, make sure to declare which ball you wish to score with if the rules allow **(this is required)**, and bring it up for a ruling with the tournament committee immediately following the round. The committee's decision is final.

LOCAL RULES

COURSE CONDITION/PREFERRED LIES- IN EFFECT THROUGH THE GREEN both players may lift and clean their golf balls without penalty through the green. Before lifting the ball, the player must mark its position. Having lifted the ball, he must place it on a spot within one club-length of and not nearer the hole than where it originally lay, that is not in a hazard and not on a putting green.
A player may place his ball only **once**, and it is in play when it has been placed (Rule 20-4). If the ball fails to come to rest on the spot on which it was placed, Rule 20-3d applies. If the ball when placed comes to rest on the spot on which it is placed and it subsequently moves, there is no penalty and the ball must be played as it lies, unless the provisions of any other Rule apply.

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If the player fails to mark the position of the ball before lifting it or moves the ball in any other manner, such as rolling it with a club, he incurs a penalty of one stroke.
The position of the ball cannot be improved (i.e. balls in the rough must remain in the rough.)

DISTANCE MEASURING DEVICES- A player may obtain distance information by using a device that measures distance only. However, if, during a stipulated round, a player uses a distance measuring device that is designed to gauge or measure other conditions that might affect his play (e.g., elevation, wind-speed, club selection, etc.) the player is in breach of rule 14-3, for which the penalty is disqualification, regardless of whether any such additional functions were actually used.

STONES IN BUNKERS- For safety reasons dimed sized or larger stones in bunkers are deemed to be movable obstructions (Rule 24-1 applies).
Covid Restrictions allow you to move your ball 6 inches in the bunker and place it. No penalty.

OUT OF BOUNDS SPECIFIED AREAS-
Whole Course: chain-link course boundary fence poles or block walls.
Hole #9- wooden fence behind hole separating cart return area.
Hole #10- White stakes down the right side & fence surrounding maintenance building.
Hole #14- White stakes down the left side.
Out of bounds is define by the inside edge of the specified pole or stake at ground level

CHANGES TO OUT OF BOUNDS SPECIFIED AREAS-
Holes #17 & #18 - White stakes down the right side will be played as RED stakes (lateral water hazard).

PACE OF PLAY – Play ready golf, honors are not necessary. Be ready to hit your shot, **20 seconds or less once it's your turn**. When sharing a cart, drive to the first ball and drop off the first player, then the second player should proceed in the cart to his ball. On the green read your putt while others are putting, don't wait until it's your turn. **Rounds completed in 4 ½ hours or less!**

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Pace of Play Score Card Turn in Guidelines Will be in Effect:

Turn in your scorecard no later than 20 minutes behind the group in front of you. Use the time and date stamp machine to mark all scorecards at the scores table located in café immediately after completing your round.

Example: players on hole 18 turn in scorecard at 1:02 PM. Group on 17 must turn in scorecards by 1:22 PM . No foul.
Players on hole 16 turn in scorecards at 1:23. Penalty.
Penalties are as follows: 20-24 minutes behind, 1 stroke added to score.
25-29 minutes behind, 2 strokes added to score
30-34 minutes behind, 3 strokes added to score
35+ minutes behind, DQ
If it is a team tournament same rules, penalty added to team score

