

## MEMBER-MEMBER SPECIAL TOURNAMENT RULES

1. **HAVE FUN!**
2. **Pace-of- Play is a PRIORITY:** With a full course, it is essential that you keep up with the group in front of you.
3. **Play Ready Golf:** If it is safe for you to continue but others in your group aren't ready, **PLAY YOUR BALL**
4. Shamble Format: No Required Drives
5. **Every Player Must Putt Out...Gimmies of any distance result in disqualification; it isn't good, don't pick it up.**
6. **Lift Clean & Place:** Anywhere **EXCEPT** Hazard—Ball must be placed in like area. **Desert to be Played as Lateral Hazard** (No Provisional Balls anywhere) Desert is any area without fairway or rough grass or bunkers
  1. **In Hazard: Grounding the Club is Allowed** Moving of Rocks or Other Objects is ok as long as the ball doesn't move. (2 Stroke Penalty)
  2. **Ball May Be dropped where it last crossed the boundary of the hazard (One Stroke Penalty)**
7. **Players May Remove Rocks in Bunkers and Rake and Replace Ball—NO PENALTY AND YOU MAY PLACE BALL, NOT DROP**
8. **Closest to the Pin:** (Competing by Division) Enter your Name on appropriate CTP marker. (Must complete hole **with Par or better to qualify**) **Entering your name on the wrong division marker will result in a 2-stroke penalty for BOTH the individual AND the team scores.**
9. **Longest Made Putt:** Competing by Division; enter your name on the appropriate longest putt marker. **Entering your name on the wrong division marker will result in a 2 stroke penalty for BOTH the individual AND the team scores.**
10. **Exchange Scorecards** with the other team in your foursome
11. **Check Scorecard for Accuracy** before signing and submitting