

# 27<sup>TH</sup> ANNUAL COLUMBINE CLASSIC DUET



**SECOND ROUND • WEDNESDAY, JULY 27<sup>th</sup>, 2022**

**9:00 AM SHOTGUN • SHAMBLE/SCRAMBLE FORMAT**

| VALLEY COURSE FLIGHTS          | CLOSEST TO THE FLAG | LONGEST DRIVE |
|--------------------------------|---------------------|---------------|
| LARKSPUR (BLUE - Flight 1)     | Hole #17            | Hole #18      |
| SUNFLOWER (YELLOW - Flight 2)  | Hole #6             | Hole #2       |
| DAISY (ORANGE - Flight 3)      | Hole #14            | Hole #16      |
| FORGET-ME-NOT (RED - Flight 4) | Hole #4             | Hole #3       |

## **RULES**

- U.S.G.A. rules govern all play except when modified by local rules on the club scorecard.
- Each player's drive must be used a minimum of three (3) times during the round; please put an "X" on the scorecard next to the hole that the drives are used.
- All roadways and private property are out of bounds.
- All penalty areas are marked with red or yellow stakes/lines. If no paint line is visible, please use the rough to native mow line surrounding the penalty area as the defining margin.
- Any questions concerning rules of play, please play a second ball and a ruling will be made at conclusion of play or call the Valley Golf Shop at 970-382-7851.

## **4-PERSON SCRAMBLE FORMAT RULES (HOLES 1-9)**

- Each player tees off on every hole and the best drive is selected. Each team member plays from the selected position and continues this process on all shots, including putts, until one ball is holed.
- Team members may lift, clean, and place their ball within one club length of its selected position. You cannot change the condition the ball is in (i.e. rough to fairway). You may place your ball within 6 inches of the selected position when on the putting green.
- Team handicaps are established by adding together the individual handicaps after allowing for the following handicap adjustments:
  - 25% of the A Players Course Handicap - 20% of the B Players Course Handicap
  - 15% of the C Players Course Handicap - 10% of the D Players Course Handicap

## 4-PERSON SHAMBLE TOURNAMENT RULES (HOLES 10-18)

- Each player tees off on every hole and the team's best drive is selected. Each player will then play from the selected position, playing their own ball for the remainder of the hole and recording an individual score. The team score for each hole is calculated by adding the 2 Best Net Balls of the team. Each player will receive 80% handicap allocation for this format.
- After tee shots are hit and a team ball is selected, players may place their ball within one club length of the selected position, no closer to the hole. You cannot change the condition the ball is in (i.e., rough to fairway). After tee shots are hit, if your selected team ball is on the putting green, players may place their ball within 6 inches of the selected position, no closer to the hole.

### FOR THE REMAINDER OF THE HOLE

- Player should play their own ball as it lies.
- Balls to be used for the team score must be holed out; if a team member is headed for a large number or otherwise out of contention for the team score, she can pick up to help pace of play.
- **The Local Stroke and Distance Rule:** For any ball hit out of bounds or deemed to be lost outside of a penalty area, you may proceed by dropping the ball in the nearest fairway edge on a lateral line from where your ball rests, no closer to the hole, under penalty of two strokes. If a provisional ball has been played you **must use the provisional ball**.

### TEES

All players will play from the **FORWARD GREEN TEES**

### PACE OF PLAY

All players must maintain their position on the course. If your group arrives on any Par 4 or Par 5 and the group in front of you has cleared the green, your group is out of position and must make up the time within two holes or face possible penalties.

### WEATHER

In case of dangerous weather, Glacier's Lightning Detection System will sound one 15-second horn blast to notify players of suspended play. Once conditions are safe, players will hear three 5-second horn blasts to signal the resumption of play. Shelters are located on the front nine between holes 5 and 6, near the tennis courts between holes 9 and 10, and on the back nine between holes 14 and 15. *You must suspend play if the siren has sounded.*

### HANDICAPS

There is a maximum 36 Course Handicap per player and a maximum 10-stroke differential between team players.

***Repair ball and spike marks before leaving the green and rake bunkers. Use Fairway Only Rule with golf carts and keep all 4 wheels on the pavement around tees and greens.***

**Glacier is a non-smoking facility**

