

29TH ANNUAL COLUMBINE CLASSIC DUET



FIRST ROUND • TUESDAY, JULY 23rd, 2024 9:00 AM SHOTGUN • SHAMBLE/SCRAMBLE FORMAT

DALTON RANCH COURSE FLIGHTS	CLOSEST TO THE FLAG	LONGEST DRIVE
LARKSPUR (BLUE - Flight 1)	Hole #14	Hole #7
SUNFLOWER (YELLOW - Flight 2)	Hole #12	Hole #18
DAISY (ORANGE - Flight 3)	Hole #2	Hole #13
FORGET-ME-NOT (RED - Flight 4)	Hole #5	Hole #6

RULES

- U.S.G.A. rules govern all play except when modified by local rules on the 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 where the drives are used.
- All roadways and private property are out of bounds.
- Red penalty areas are marked with red stakes, if no line is visible, please use the rough to native mow line surrounding the penalty areas as the defining margin.
- Any questions concerning play use a second ball and a ruling will be made at the conclusion of play or call the Golf Shop at 970-247-8774.

4-PERSON SCRAMBLE TOURNAMENT 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

- Play the 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, please pickup 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

- Please play the **FORWARD HERMOSA TEES**—These are the white tee markers with a forward green marker on hole #4 #8 #11 #15 #18. The white markers have been moved to this forward location as well.

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, there will be a long horn blast to halt play. Players should go to nearest shelter. Sheds are on 4 green, 12 tee on the road, and ahead/to the right of 16 green. *Restrooms are on 6 tee and 14 green*, and a tunnel is between Holes 2 & 3 and 8 & 9. Three short blasts will notify players to resume play. If a round cannot be completed, final tournament results will be based on the completed round.

Repair ball and spike marks before leaving the green and rake bunkers.

Immediately following play, turn in your scorecard at the Pavilion where the "Awards Luncheon" will be held. In case of ties, prize money will be split.

