



2-MAN CLASSIC

SATURDAY (One Skins Game)

FRONT 9 – **BLUE BLOCKS** BACK 9 – **WHITE BLOCKS**

SUNDAY (AM + PM Skins Game)

AM DRAW: FRONT 9 – **WHITE BLOCKS** BACK 9 – **YELLOW BLOCKS**

PM DRAW: FRONT 9 – **BLUE BLOCKS** BACK 9 – **WHITE BLOCKS**

SKINS GAME \$40/TEAM/WEEKEND. MUST PAY FOR BOTH DAYS

FOOD

A ticket is provided to each player for a 1lb of wings on **SATURDAY** only. Sandwiches/hot dogs will be available to purchase throughout the weekend and the appetizer menu will be available from the bar.

#	AREA/ISSUE	RULE
1	OUTSIDE COOLERS & ALCOHOL	Outside coolers and alcohol are prohibited. Any golfer not adhering to this rule will be asked to leave the Club immediately and will be subject to a review by the Executive and may result in the loss of membership or playing privileges.
2	FORMAT	Saturday <u>Front 9 – Betterball.</u> Each golfer plays their own ball throughout the front 9 and after each hole, only the best score is recorded. <u>Back 9 – Modified Scramble.</u> Each golfer hits their drive. If Player A's drive is chosen, then Player B hits the 2 nd shot, Player A hits the 3 rd shot, etc. until the ball settles on the green. Once on the green, both players can putt (scramble). <u>The ball chosen may not be replaced during play by the other players' ball.</u> Sunday 18 holes - Scramble
3	WINTER RULES SATURDAY & SUNDAY	Saturday – Betterball & Modified Scramble Preferred lies, 1 club length through the green with the exception of Red/Yellow penalty areas. You cannot change mow cut (i.e. rough to fairway, fairway to fringe, fringe to green, and vice versa etc.) Sunday - Scramble Preferred lies one (1) club length through the green. Any player can play first. A ball in a penalty area (i.e. yellow or red stakes) must be played by the first player and the ball may not be moved.
4	LINED (WHITE) AREAS & ABNORMAL PLAYING AREAS	"GROUND-UNDER-REPAIR" & ABNORMAL PLAYING AREAS (TIRE MARKS, DAMAGED AREAS) Ball may be dropped within one club length of nearest point of relief. No closer to the hole. NO PENALTY
5	#9/#18 GREEN	You may move your ball on the green a scorecard length.
6	PROVISIONAL BALL – TO ENCOURAGE FAST PLAY	If you think you might have lost your ball (in an area that is not staked): YOU MUST PLAY A PROVISIONAL BALL. THERE ARE NO SPOTTERS ON THE COURSE.
7	WHEN IN DOUBT OF A RULING	Please play a second ball. A decision will be made after the completion of the round by the rules committee.
8	NEWLY PLANTED TREES WITH STAKES (TBARS/REBAR OR RIBBONS) & FENCES #3/#12, #5/#14 & #8/#17	Must take free drop from <u>line of play</u> * and/or swing/stance. NO PENALTY. * <i>Line of Play: Your ball flight must have a reasonable chance of contacting a newly planted tree or fence. The other group must agree with line of play relief.*</i>
9	PACE OF PLAY	PLEASE KEEP PACE BY FOLLOWING THE GROUP IN FRONT OF YOU CLOSELY. NOTE : Maximum of three minutes to find and identify your ball.
10	IN THE EVENT OF A TIE, RETROGRESSION	Best of last 9 holes, last 6 holes, last 3 holes, last hole – If a tiebreaker is needed to determine a champion, sudden death playoff from the blue blocks will begin on hole #1, #2, #3, #6, #7, #8, #9 etc. (or at a location where there are no golfers on the course)
11	SCORES – FRONT NINE	Submit scorecard to the pro shop after hole #9.
12	SCORECARDS	Must be signed and submitted to the pro shop immediately after completing your round. Please make sure to match scorecards before submitting.
13	STAKES AND PAINTED LINES	WHITE STAKES & PAINT LINES - Out-of-bounds YELLOW/RED STAKES & PAINT LINES - Penalty area WHITE PAINT LINES - Ground-under-repair
14	BUNKERS RAKE & PLACE	A ball in a bunker must be played by the 1 st player. The 2 nd player may rake and place within one scorecard length. #2/#11 & #4/#13 left side fairway bunkers. Club may be grounded, and winter rules apply (preferred lies - one club length)
15	CLOSEST TO THE PIN	Saturday & Sunday: Closest to the Pin #7/#16 & #9/#18
16	LOST PLUGGED / ABSENT BALL	All players in the group must agree that the ball is lost due to a plugged ball or a ball that has disappeared (i.e. animal). NO PENALTY
17	SUDDEN DEATH PLAYOFF FORMAT	If a playoff is required to determine the tournament winner in the event of a tie, playoff holes will be #1, #2, #3, #4, #5, etc. and then repeat (White Blocks).



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