

RULES of play

PIONEER CUP 2016

The "Pioneer Scramble" is the most fun for people to play because you only hit from the good shots!

I - METHOD OF PLAY:

- Teams are composed of 4 amateur players of their selection.
 - The golfer with the lowest handicap in each group is the Team Captain. He is responsible for ball selection, scoring and turning in the team scorecard when his group has finished their round.
 - Each Team competes for the LOWEST NET TEAM SCORE over 18 holes: gross score – minus 10% of the total handicap of the 3 best players on the Team.
1. Gentlemen play from the 58 tees. Ladies play from the 48 tees.
 2. Each member of the Team tees off at every hole.
 3. With the approval of the other members of the group, the Team Captain decides which is the most desirable drive from the tee.
 4. The other three players then pick up their balls and proceed to the location of the best drive where they each play their second shot. Balls are placed within one score card from the selected ball.
 5. The player whose ball is selected may not play on the next shot. In other words, only 3 hits will be made from that location. The only time that 4 balls are hit, is off the tees.
 6. The better of the 3 second shots is selected, where 3 of the group's third shots are played.
 7. This procedure is continued until the ball is holed out. When putting, once the ball is holed out, no further putts may be taken.
 8. At the end of each hole, the score for the group is recorded on the score card. There is only one score per hole. No handicaps are applied.
 9. Every player's tee shot must be used at least 2 times over the 18 holes.
 10. After 18 holes, the Team Captain enters the gross score on the score card minus 10% of the total handicap of the 3 best players on the Team for the final team score. The decimal points are to be included in the final score.

II – ADDITIONAL INSTRUCTIONS

1. On the fairways, place all balls within a scorecard of the ball selected for play.
2. If chosen ball is in the rough, it must be played first, and other 2 balls played within one club length of the chosen ball lay. Each ball must be played from the rough.
3. If the chosen ball is in a bunker, it must be played first and the other 2 balls placed within one score card of original spot. Sand may be raked after each shot.
4. On the putting green, all balls must be placed on the spot where the selected ball lay. Each member of the group must putt before anyone hits his second putt. When a putt has been holed, the remaining players do not putt.
5. The order in which the group hits can be varied according to the strategy the team wishes to follow.
6. If there is a tie for 1st place, the winning team will be decided by the best team score on the last 9 holes on the course. If there is still a tie score we will go on to the last 6 and further on to the last 3 holes. If the score is still tied, the winning team will be decided by a putting competition.

III – MISSING PLAYER PROCEDURE:

- To compensate for a missing player, all 3 players hit every time.
- Every player's tee shot must be used at least 3 times over the 18 holes.
- The 3 man-team competes for the LOWEST NET TEAM SCORE over 18 holes: gross score – minus 15% of the total handicap of the 3 players on the Team.

Best of luck to all.