

Dunna's DirtDevil Classic

READY GOLF RULES

1. Tee off when **READY**. (No Honors)
2. In the Fairway – Go directly to your ball and hit when **READY**.
3. Stay **READY** within one stroke of the group ahead.
4. Putt out when **READY**.
5. **READY** golf makes faster rounds!!



ELIMINATE SLOW PLAY

PLAY **READY GOLF**



Dunna's DirtDevil Classic XII

House Rules & Tournament Formats

Our rules are intended to be liberal, designed to have fun, and keep the pace-of-play. There are, however, penalties! Each playing group will assess their own penalties during each round based on their interpretation of the rules and the majority opinion prevails. **NO penalties and/or adjustments to the scorecard will be made after the card has been signed, attested, and turned in to the official scoring table. Mathematical errors will obviously be automatically corrected by the computer when the signed/attested scorecard data is entered. If ANY player is unsure of the rule, ask a playing partner before hitting the next shot.**

GENERAL HOUSE RULES / ALLOWANCES:

1. Due to the varying degree of skill levels, minor adjustments of the golf ball (6") may be made from tee to green (basically Winter Rules) without penalty. Players **MUST** police their own groups and **SHOULD** call penalties when appropriate!
2. **THIS YEAR:** Senior Flight I & II players are scheduled to play one tee-box forward of Divisions I, II & III players at each course (except Wolf Creek). Pay attention to each scorecard. Senior Flight I & II players will be highlighted on the scorecards. There will be no penalty if a Senior Flight I & II player plays from the same tee-box as Division I, II & III. It will simply be a disadvantage against all other Senior Flight I & II players. The reverse, of course, should result in penalties. Your choice, I guess.
3. All putts **must be stroked into the bottom of the cup** (no gimmies). Players are individually responsible for their own actions. Any player called for "dragging" a putt and/or picking up a ball off of the putting surface will be penalized a total of four (4) strokes for the act. Two strokes for removing the ball, and a two-stroke penalty for not putting out. All 4 penalty strokes will be applied to both the putts and strokes on the scorecard. This penalty must be applied regardless of whether or not another player in the group says "that's good" or "pick it up" out of pure habit. Players may not give/take putts!
4. Players may not "quit", "pick-up" or go "in-pocket" on any single hole. Failure to finish a hole will result in a forfeited round. The player will forfeit all daily game prizes and forfeit to his Match-Play opponent. This rule is harsh and will apply to the entire round; even for holes previously played, kp's previously won, etc... Don't quit! Injury issues will be ruled upon in a case-by-case basis.
5. Penalties may be called by any member of the foursome. If there is a dispute as to the interpretation of what occurred, the three remaining members of the foursome will decide by majority vote. No interpretation will be made at a later time. Penalties must be applied before the next hole is played.
6. ALL customized scorecards **MUST** be exchanged with your other playing twosome for scoring purposes and need to be signed by the scorer and attested by either of the two players on that scorecard.
7. Only record "GROSS" scores on the official customized scorecard.
8. We have re-written the rules, going back to a more simplified, player-friendly, easy-to-interpret set of guidelines. Please read so that each of you can make informed decisions and rulings on the golf course.

Desert Areas (not designated “Hazards”)^a

1. All balls hit into the desert areas that are “found” may be adjusted (without penalty) up to two club lengths, including away from small bushes and shrubs, to provide the player a reasonable shot (providing that a local rule does not prevent players from hitting out of desert areas). The ball may not be moved back into the fairway unless a one-stroke penalty is applied, EVEN if it is within two club lengths. Players must hit their next shot from the desert area.
2. Lost balls and/or balls hit out of bounds (even if found) MUST be played as a Lateral Hazard. Players must drop in the fairway (or designated drop area), **line of sight**, no closer to the hole, and take a one (1) stroke penalty. No distance penalty is applied for lost balls and/or shots hit out of bounds. This rule is intended to assist pace-of-play.

NOTE: *Throughout the week, players should make an effort to pay attention to what “line of sight” relief is. In the event a player is forced to take line of sight relief, that means dropping within two club lengths of where the ball entered the desert/hazard and NOT laterally into the fairway from where the ball is found (unless a designated drop-area is provided). Other members of the foursome should be able to assist with those decisions.*

Designated Sand / Lateral / Water Hazards^a

1. All balls hit into clearly marked hazards must be played in accordance with the 2021 rules of golf governing hazards, regardless of whether the ball is located or not. Use designated drop areas if provided. The “Unplayable Lie” rule is never applied due to our in-house adjustment rules.

Scoring (tie-breakers)^a

3. **Any tie in scores or putts shall be decided in the following tie-breaker order (if you don’t understand the process, ask Dunna or any veteran player):**
 - a. **Low Gross & Low Net** will be decided daily by a scorecard sudden death play-off. Starting with the #1 handicap hole, net scores are compared until an outright winner is declared.
 - b. **Putts Front & Back** will have 2 tie-breakers. First, will be decided by the fewest overall putts. Second, will be decided by a scorecard sudden death play-off. Starting with the #1 handicap hole on the side in which the tie occurred, putts will be compared hole-by-hole until an outright winner is declared.
 - c. **Match-Play Competition** will be decided by a scorecard sudden death play-off. Starting with the #1 handicap hole, net scores will be compared until an outright winner is declared.

DAILY GAMES

Low Gross / Low Net (\$50 / \$40 / \$20 / \$10)

1. The daily top four (4) Low Gross AND top four (4) Low Net scores (which are not the same players) will be paid in each division. The sequence of determining payout positions will be calculated as follows (**please read and ask questions if you don't understand the order**):

All Divisions: Players will be awarded their highest position finish, whether it be in the Gross category or the Net category. Gross will take precedence over Net. In other words, if a player finishes 2nd place Gross and 2nd place Net, they will be awarded 2nd place Gross and comparisons will continue. This calculation is fair and benefits everyone.

KP's - Closest to the Pin (\$25 each)

1. Proximity markers with pencils and tape measurers will be placed at each Par 3. Measure the ball and (if closest) place your name and distance on the KP Marker under your Division prior to finishing the hole. **IMPORTANT!** **Your name must be recorded and remain listed on the KP Marker, whether or not you ultimately par the hole. It is possible to actually be the closest to the pin, but not qualify to win the KP prize money.** The winner will be determined at the official scoring table.
2. You must be the closest to the pin **AND** par the hole to win the KP, otherwise the result will be DNQ for Did Not Qualify.
3. **THERE WILL BE NO "CARRY OVERS."** In the event the closest shot in the Division fails to par the hole, the hole is lost and the money is applied equally to the remaining par 3's that are won.

Fewest Putts Front & Back (\$20 each side)

1. **PROBABLY ONE OF THE MOST IMPORTANT RULES IN MESQUITE:** Per the "house rules", groups must require that all players finish each hole by putting the ball into the bottom of the cup. Whether the putt is 2 feet away or 4 inches away, it **MUST** be putted. This provides a level of fairness throughout the field, avoids penalties, and completely eliminates controversy.
2. Only putts on the putting surface will count as an official putt. Balls on the 1st or 2nd cut will not count as a putt, even if the putter is used. If it is close, the three other players in the group will decide by majority vote.

The Skins Game (\$200 per course)

1. A single lowest **NET** score on any given hole will count as a **SKIN**.
2. The daily skin money will be divided among the skins won, rounded down to the nearest whole dollar amount. Any money not won at a course will be carried over to the starting amount for the next course played.

Match Play Competition

Introduction:

Remember; match-play competition will run simultaneously with all other individual and group competitions. Match Play opponents will not be paired together until the final round on Friday. There will be 4-rounds of play; Monday, Tuesday, Thursday, & Friday. Wednesday will be the Mesquite Shamble, team competition.

Process:

Here is how it will break down based on 16-player, Match Play brackets:

1. **SEEDING:** The initial seeding into the brackets will be determined by a random draw of numbers between 1-16 and players will be placed into their brackets based on the number assigned, and by using the standard seeded-tournament method (shown on the “Sample Brackets” on the next page). If there are fewer than 16 players in any bracket, “No Player” will become the highest vacant seed. Anyone playing “No Player” will have a “bye” and automatically advance with a win. Since players are not seeded according to handicap index, there is really no advantage/disadvantage to any one player. Our process simply provides a fair (and random) method to place players into the brackets.
2. **ROUND ONE:** Once seeded, Monday’s hole-by-hole scores will be compared between opponents to determine the winning and losing player using the Match-Play handicap allowance, not the players full course handicap. There is a 2-match guarantee, meaning that players who lose their match on Monday will be placed into the Consolation Bracket (which begins Tuesday) with an opportunity to place 5th or 6th.
3. **FINALS:** All players in both brackets advancing to Friday’s round will be paired with their opponent to complete their Match-Play competition. 6 places will be paid in each division:

Match-Play Payouts

Undefeated Bracket:	1st Place: \$120	2nd Place: \$100	3rd Place: \$80	4th Place: \$60
Consolation Bracket:	5th Place: \$40	6th Place: \$20		

Match-Play Handicap Allowance: Remember, when trying to compare your scores against your match play opponent at the end of the day; just as we have done in the past (and based on the rules of golf) the higher-handicapped player in each match-up receives the full difference in Course Handicap between the two players competing; the lower-handicapped player plays from scratch (0). *Example:* Player (A) with a Course Handicap of 17 would play to a 4 handicap against Player (B) with a Course Handicap of 13, who would play to a Zero.

Also, a reminder (before pointing out errors in match scores): players are reminded they will be unable to accurately compare hole-by-hole scores with their opponent using the daily scorecard results because the daily scorecards reflect “Net” scores based on the full course handicap of each player on every hole. Players must use their gross scores and apply the match-play handicap allowance to review the match, hole-by-hole. Players are awarded strokes on fewer holes.

Monday

Oasis 'Canyons'

Tuesday

The Ledges

Thursday

Sand Hollow

Friday

Conestoga Course

- Player 1
- Player 16 [1]
- Player 9
- Player 8 [2]
- Player 4
- Player 13 [3]
- Player 12
- Player 5 [4]
- Player 2
- Player 15 [5]
- Player 10
- Player 7 [6]
- Player 3
- Player 14 [7]
- Player 11
- Player 6 [8]

Match-Play Brackets

No Match on Wednesday due to Mesquite Shamble



Tuesday

The Ledges

Thursday

Sand Hollow

Friday

Conestoga Course

- [Loser Match 1]
- [13]
- [Loser Match 8]
- [Loser Match 2]
- [14]
- [Loser Match 7]
- [Loser Match 3]
- [15]
- [Loser Match 6]
- [Loser Match 4]
- [16]
- [Loser Match 5]

Consolation Bracket

No Match on Wednesday due to Mesquite Shamble



Sample Match-play Brackets

Mesquite Shamble

Team Competition (simple format):

- Teams are determined by placing the entire field onto a list from low handicap index to high handicap index. 4-groups are created: the low 20 are group 1, next 20 are group 2, etc... A random drawing of numbers (1-20) will be assigned to each group and the 1's will become team 1, 2's will become team 2, etc... In the event that we do not have even 4-man teams, a "No Player" will be added to group 4 players and be subject to the same random drawing number. (modifications for teams with 3 players and 1 "No Player", if necessary, will be explained later)

Tournament Format:

- Each player tees off on every tee box. The team selects the drive to be used and each player plays his own ball thru the hole from that location. All other tournament rules apply. There is NO minimum drive requirement for team members in our Mesquite Shamble. **TIP OF THE DAY:** For you distance-challenged players (such as myself), should one of your playing partners hit a drive straight down the fairway, longer than you have ever hit a golf ball in your adult life, you may consider not hitting your drive and moving forward for your 2nd shot. It is not necessary and it will significantly contribute to a comfortable pace-of-play. It is, of course, completely your choice whether or not to hit a drive.
- 2 player scores will comprise one team score for each hole. The best low gross (**1st calculation**), then the best low net score (from the other team members) on each hole are added together for a combined team score (**scores from 2 players are required** - circle scores used). Pay close attention to the low gross score used.
- Each player receives strokes on his designated handicap holes after adjusting (and rounding) his course handicap by 70%. Tournament scorecards are provided indicating the adjusted course handicap as well as identifying the handicap stroke holes for each player.

Modification (if necessary):

It is almost certain that we will end up with total numbers that will require 1 to 3 threesomes. Hopefully not, but if we do, the following modifications will apply to any team with a "No Player":

- The "No Player" is given a course handicap equal to the average course handicap of group 4 players OR 18, whichever is smaller. The "No Player" shall receive a gross bogie on each hole for scoring purposes.
- The 3-player teams shall be allowed a 4th team drive on each hole, as follows: The lowest handicapped team member will hit an extra drive on handicap holes designated 1-6, the middle-handicapped team member will hit an extra drive on handicap holes designated 7-12, and the highest handicapped team member will hit an extra drive on holes designated 13-18. Holes will be highlighted on the team scorecard.

Let's see how this newest addition to our 5-day event works out. I am fairly optimistic, and looking forward to it. I surely will receive feedback from the group and we will go from there. It is only one year at this point!

Mesquite Shamble (Team Payouts)

1. Finish (per team member): 1st - \$110 2nd - \$100 3rd - \$90 4th - \$80 5th - \$70
6th - \$60 7th - \$50 8th - \$40 9th - \$30 10th - \$20
2. Team KP's: \$40 each team member (KP player must still par the hole to qualify & win the KP)