



Dr Sam Heard Memorial Golf Tournament

(June 15, 2010 – BayTowne Golf Club – sponsored by The T-System)

Format – Dixie Switch with a Scramble Twist: Each team will consist of 2 players. After each player tees off, they will switch balls so that each player hits their partner's ball for the second shot, third shot, etc. until a ball is on the green. Once a ball is on the green, the format changes to a scramble where each player putts the ball from the same position advancing it until the ball is holed. The team will usually choose to play the ball that's on the green in fewest strokes, and can pick-up the other ball at any time. On par 3's if both players hit the green on their tee shots, the team can choose the best ball to play, and the scramble will start from that position. If neither player is on the green after their tee shots, then the players must switch balls and hit until a ball is on the green. Note: A ball on the fringe is not on the green.

Tee Boxes: All men will play from the *Blue* tees and Women from the *Red* tees.

Mulligans: Each player will receive Mulligans totaling 1/5 of their handicap (e.g. if a player is a 15 handicap, they will get 3 Mulligans). For calculating the number of Mulligans, handicaps will be rounded up to the next multiple of 5 (e.g. a 12 handicap will get 3 Mulligans). The maximum number of Mulligans will be 7 (i.e. 31 handicap and above). Mulligans are for an individual player, not for a team (i.e. cannot be shared between teammates). Mulligans can be used for any shot except for putts.

Scoring: Modified Stableford format: Bogie = 0 points, Par = 1 point, Birdie = 2 points, Eagle = 4 points, Albatross = 6 points. Bogie (0 points) is the worst a team can score on any hole. Once the team cannot get better than a Bogie, they can pick up, and record a 0 for the hole. The team with the highest score above their baseline (see below) is the winner.

Handicaps: Handicaps of each player on a team will be added together, and the total subtracted from 36. The result will give each team a baseline number to be used in the scoring. A team must reach their baseline score before any of their points are scored as a positive number. For example: Player 1's handicap is 10 and his/her partner's handicap is 16 which totals 26; 36 minus 26 is 10. The team's baseline is 10 (actually this is a minus 10 or a negative handicap/the team must accumulate at least 10 points to start having a positive score). The best baseline a team can have is 0 (e.g. if two 20-handicappers are playing together as partners their baseline would be 0). Note: handicaps are not rounded up to calculate the baseline.

Crystal Balls: Each player will receive 1 pink *Crystal Ball* (2 per team). The *Crystal Ball* must be used on the tee shot on all par 3's. Note: If the *Crystal Ball* is lost (and there is a good chance that it will be since 3 of the par 3's are played over water), the player can use a regular ball on subsequent par 3's. The team will get 1 point added to their score for each *Crystal Ball* they return to the scorekeeper at the end of the round.

Prizes: 1st Place – Roundtrip tickets on *American Airlines* to anywhere in the continental US; 2nd Place – \$125 each; Middle Men (or Women or Man/Woman) (i.e. team with the median score) \$100 each; Closest to the Pin (on each of the par 3's) – *one dozen balls*; Long Drive – (on hole #12) – *one dozen balls*; Skin's game (optional \$20/team ante) – “winner takes all” – the team with the most skins. All ties (including the *Skin's game*) will be broken by the total number of Pars made by the team for the round (i.e. the team with the most Pars will be declared the winner).

Give-a-ways: 6-pack cooler, golf towel, sleeve of balls and the notorious *Crystal Ball*.

Cost: \$125 per player (\$250 per team). Visit www.ALACEP.org website to register online.

