



# “THE SHOOTOUT”



Presented by: Majestic Oaks Men’s Club

Chair: Matt Waks

Associate: Mark Jensen-Tim Fehlen

## MAJESTIC OAKS GOLF CLUB - SIGNATURE COURSE

SATURDAY – JUNE 15, 2024

**EVENT FORMAT:** This a 2-man, 18-hole, 6/6/6 - Scramble, Best Ball and Modified-Alternate shot Combo Event

**ENTRY TYPE:** 2-man, pick your own partner, or sign up as a single and we will assign you to a team

**REGISTRATION:** \$90.00 Member (skins included)  
\$51.00 MO Employee (skins included)

- Register & pay online at: [www.momensclub.com](http://www.momensclub.com)
- **Online & Hard Copy registration closes at 6:00 pm Thursday prior to event.**
- Hardcopies of this registration form along with cash or check payment may be placed in the men’s club drop box in the Majestic Oaks Pro Shop
- **Payment must accompany entry form.**
- Make all checks payable to: *Majestic Oaks Men’s Club*
- **Registration payments on day of the event will incur a \$5 late fee.**

**EVENT TIME:** 7:30 am Shotgun

- Please check-in at least 30 minutes prior to tee time or an alternate will be allowed to play in your place, and entry fee may be forfeited.
- **The registration table will close 30 minutes prior to shotgun start**

**EVENT FORMAT:** This is an 18-Hole + Shootout Finals, Flighted, Multi-Tee event - More event details on reverse-side.

Holes 1-6: Best Ball

Holes 7-12: Mod. Alternate shot (after choice of drive) - (Team must use 2 tee shots per player)

Holes 13-18: Scramble - (Team must use 2 tee shots per player)

**SHOOTOUT FINALS:** The top 2 net teams in each flight plus the next two best net overall teams (wild card teams) will advance to the True Alternate Shot Elimination Shoot-out (Tee shots also must be alternated)

- Team must decide on first shootout tee who is teeing off, then alternating tee shots throughout the completion of the shootout finals regardless of player that putts out
- 50 % of combined team handicap will be used in the shootout and will be adjusted off the lowest handicap team
- Three teams eliminated on each of the first 2 holes. Two teams eliminated on the 3rd hole. Chip offs used to advance teams to the next hole (if needed)

**PAYOUTS:**

- **Payouts - Shootout participants AND low team gross/net for each portion of the Combo**
- Number of places/payouts determined by the number of entrants.
- Horse race available at registration table
- Individual nearies on all par 3’s included.

**CROWN POINTS:** This event is worth 150 Crown Royal points.

**SIGNATURE SHOWDOWN:** This event does **NOT** count towards players’ year-long Signature Showdown scorecard; players are not playing their own ball through the hole.

PLAYER INFORMATION:

(Check boxes if applicable)

NAME: \_\_\_\_\_  M.O. Employee

NAME: \_\_\_\_\_  M.O. Employee

## Tournament Rules

- EVENT RULES:**
- Holes 1-6: Best Ball (Best 1 of 2 Net): 85% of course handicap will be used**
1. In a best ball event, all players will play their own ball on each hole as they would in medal play.
  2. The team should record both players' gross scores per hole on the official score card.
  3. The best of the two net scores will be used for the team score.
- Holes 7-12: Modified Alternate shot (after choice of drive): 40% of total team handicap used**
1. In this modified alternate shot event, two golfers play as partners playing only one golf ball (after the selected tee shot), taking turns playing the strokes. In other words, the two golfers *alternate* taking shots using one ball until the ball is holed. Alternate shot is commonly known as foursomes and in this event will play as medal play.
  2. Our modification from the standard alternate shot format is the choice of the two players' tee shots. Both team members tee off on each hole and then decide which tee shot they like.
  3. The other team member picks up their ball (which is removed from play) and plays the next shot using the selected tee shot.
  4. Players alternate shots using the selected tee ball until the ball is holed.
  5. The team should **record one gross score and indicate whose tee shot was** used on each hole of the official score card.
- Holes 13-18: 2 Man Scramble: 35% of A player's and 15% of B player's course handicap will be used**
1. In a scramble event, all team members tee off on each hole and then decide which tee shot they like the best and mark the spot with a tee or ball marker.
  2. The other team members pick up their balls and place them within one club length (no nearer the hole) of the marked spot. Each team member hits their next shot from the chosen spot.
  3. If the ball you choose to play is in a hazard (sand, water, etc.), the rough, or out of bounds, you cannot drop the ball outside of the hazard or rough even if relief is within one club length away.
  4. This procedure is followed on every shot for the remainder of the hole, including putts. The ball should be marked on the putting green also. Putts need to be made as close as possible to the marked spot (no closer to the hole).
  5. The first ball holed is counted for the team score. When putting, once any ball is holed out, no further strokes count.
  6. The team should record one gross score and indicate whose tee shot was used on each hole of the official score card.
- COURSE DETAILS:** This is a **multi-tee** event. All play shall be from your year-long tee selection.
- TEE SHOTS:** Each team must use at least **2 tee shots** from each player for both the scramble and Modified-Alternate shot holes.
- ONE BALL RULE:** The one ball rule is **NOT** in effect for this event.
- NOTES:**
- USGA rules will govern all plays except whereby modified by this format.
  - Local rules sheets will be available at the registration table.
  - *Each player's handicap indexes the day before the event will be used.*
  - The handicap committee will review & may adjust all handicaps prior to the event.
  - Players without a USGA handicap index will be reviewed by the handicap committee.
- LOCAL ETIQUETTE:**
- **Keep Pace** with the group in front of you.
  - **Wait** to play until the players in front of you are out of range.
  - **Replace** your divots or fill with sand/seed mix in the fairways.
  - **Smooth** all marks made in sand hazards, leaving rake in sand hazard.
  - **Keep** power carts away from all tee boxes, hazards, and greens.
  - **Fix** damage to the greens, even if it is not yours
  - **Leave** the putting green as soon as you have holed out.