



SKINS Game Rules Sheet

Check-in is available at 4:30pm in the pro shop

Rate/Fees: \$30.75 per person includes greens fees, prize money and range balls (pull cart available for an additional \$2)

Optional bonus pool: \$5 per person

Warm up balls available 4:30pm on the right side of the range near the first tee

Pairings will be made and scorecards will be handed out prior to teeing off

Shotgun start at 5:30pm sharp!!!

Skins pay out only for par or better - No bogey skins!

Bonus pool payout will be as follows:

- * 2 - 5 players = 1st place gets 100%
- * 6 - 9 players = 1st place gets 60%, and 2nd place gets 40%
- * 10 - 14 players = 1st gets 55%, 2nd gets 30%, and 3rd gets 15%
- * 15 - 19 players = 1st gets 50%, 2nd gets 25%, and 3rd gets 15%, 4th gets 10%
- * 20 - 24 players = 1st gets 45%, 2nd gets 25%, 3rd gets 15%, 4th gets 10%, and 5th gets 5%

Format:

Individual Stroke Play Skins Game – 9 holes

- 1.) Stroke play
- 2.) Must putt everything out if you are in the bonus pool, otherwise pick up if you are putting for bogey.
- 3.) All USGA rules apply

Tees:

- 1.) Men and Ladies will play from assigned tees.
- 2.) The hole yardages will be marked for each hole – **Check the yardages for each hole on the scorecard and play from the marked tee boxes according to the tee number on the tee marker.**
- 3.) Ladies tee markers will have a circle painted around one of the markers.

Ties:

All ties for the bonus pool will be settled by a scorecard playoff starting on the 9th hole and working backwards to the 1st.

Rules:

USGA rules apply except for the following local rules:

- * Ball is played down unless recent aerification
- * Bushes are played as a lateral hazard
- * All water hazards are played as a lateral hazard and are defined by the edge of the grass closest to the water where the ball lies
- * Free relief from staked/newly planted trees and plants – One club length no closer to the hole
- * All fences and the driving range is **OUT OF BOUNDS**
- * ALL putts must be holed to count – **NO GIMMIE PUTTS!!!** Disqualification is the penalty for picking up
- * Slow play policy: **All groups must keep up with the group ahead of them**