

## Optional Yearly Competition Rules

### **Closest to the pin (KP's) for the year on all of the par threes (\$5.00)**

You must pay your entry fee prior to being eligible. Please mark all KP's down on your scorecards. Give your scorecard to the commissioner or put it in our scorecard box in the clubhouse. Please highlight the KP and clearly note it on the card so it can't possibly be missed!!! Only one KP can be won per person. In the event that an individual has two KP's, the closest will be used as his or her KP. **All** KP's will have to be witnessed by another league member to be considered.

### **Low Net for the year (\$5.00) Two Divisions**

Lowest score of the year (including handicap) in each division will be awarded at the end of the year tournament.

The scores for those of us who play early will not be counted toward the "KP" or "Low Net" unless the round is to be used as "make up" missed week. You must stipulate a round as being a "make up" round **PRIOR** to teeing off and must be heard/witnessed by another member of the league. We will pay out a first and second place for both divisions in this competition.

### **Hole in One (\$1 per year)**

The cost is \$1 per person per year. If someone gets a "hole in one" they get the pot. If no one wins, the pot is carried over to the following year. The pot is worth \$543 as of the end of the 2011 season. You can pay for past years if not currently in on those years. The hole-in-one **MUST** be shot during league play and **MUST** be witnessed by another member of the South End Golf Nuts. No exceptions.

### **Team Event (\$30.00 per TEAM)**

The team event consists of two league members combining their scores against other teams to establish a win/loss record. See "Team League Rules" document on the website for official rules.

### **BB's Cup (\$10)**

Beginning in June participants will compete for the BB's cup with consists of your 8 best scores through August. All full score competitions will be used to gather these scores which will consist of your best 4 front nine scores and 4 back nine score during this time span. Lowest net scores wins the cash. BB Magraws pitches in \$300 for this competition so the pot is worth playing for.

### **Match Play (\$5.00 per person)**

Head to head competition between two players using handicaps in a match play format. See "Match Team Rules" document on the website for official rules.

## **Optional Weekly Competitions (\$5 per week)**

### **Low Net (Stroke Play)**

Handicaps may be used in stroke play. At the end of an 18-hole round of golf, the player's Handicap is subtracted from his gross score. This gives him a net score. The player with the lowest net wins. For example, if player A shoots an 85 with a handicap index of 15, his net total is 70. If that is the lowest total of any player in the competition, player A wins.

### **Red, White & Blue**

We'll rotate between all three tees, three times each during the 9 holes. The Blue tees will be put back as far as possible and the Red tees will be put up as far as possible for this competition. Which tees we start from will be conveyed in the pre-league tee toss.

### **Stymie**

Once on the green no one marks their ball unless it is to clean and replace. Furthest from the hole always hits first. Old-time rules of "stymie" apply: If a ball is in your way, too bad! However, there is no penalty for hitting another ball. (At times, that can be a strategic thing to do!)

### **2 Man Scramble**

A 2-Man Scramble is a competition format that is exactly what it sounds like: a scramble in which the teams consist of two players each. After each shot, the better of the two shots is selected and both players play from that spot, until the ball is holed. One team score is recorded. 2 Drives and 2 Second shots will be required by both players on each team.

### **Chapman**

The Chapman twosome team event utilizes the combined stroke handicap of the competing players and divided by 4. Each player plays from the tee and then plays their partners ball on their next shot. The players then decide which ball is to be played, and this ball is then played alternately for the remainder of the hole.

### **4 Club Night**

Each player may only utilize 4 clubs throughout the 9 hole round. Once the 4 clubs are chosen, no other clubs are allowed in the participants bags during the round.