

24th Annual USMA Class of '71 Tom Martin Shootout

A-Ga-Ming Golf Resort- Kewadin, MI September 16~19, 2024

General Information / Instructions

Handicaps- Your Shootout handicap was generously determined during the off-season by the Handicap Committee (aka, the “Dark Lords”), John “Kahuna” Andreini and Gordy “Gordo” Schnabel. The DL’s based their decision on past Shootout performances and prize money won. If you are a new player or guest, the DL’s determined your handicap from the information you provided with your registration. The DL handicap assignments are FINAL! Due to our need to establish teams and prepare scorecards ahead of time, the DL’s will not adjust handicaps during the event. What you see is what you get!

Mulligans- You may use two (2) mulligans each day IF you purchased them up front with your registration. All mulligan donations are a tax-deductible gift to the Class Fund. The following guidelines apply-

- You may use a mulligan on any shot EXCEPT the “closest to the pin” and “longest putt” skills competition. You may burn a mulligan if you would like, but only your original shot will be eligible for any skills competition prizes.
- There is no such thing as a provisional mulligan. If you hit it, you've used it!
- Similarly, there are no “go-back” mulligans. If you find your ball is lost, out of bounds or unplayable, you may not return to the previous spot and hit another ball!
- After you hit your mulligan, you may choose to hit your original shot OR the second mulligan shot.
- Record each player’s mulligans somewhere on the scorecard (suggest a small “M”) so that you don’t forget!

Gimmes- Putts “inside the leather” are good. This constitutes a “gimme” and you may pick up your ball without holing out. The gimme counts as one stroke. A ball is inside the leather if any part of the ball touches the putter shaft when the putter head is placed inside the cup. Any normal length putter from any player in the foursome may be used... but no belly putters!

Lost Ball, Out of Bounds, Unplayable- Our modified rule to keep up the pace of play. The penalty for a lost, out of bounds or unplayable ball is one stroke. Place a ball in a playable location no nearer the hole and as close as possible where you estimate your ball was lost, out of bounds or unplayable. Do not go back and play another ball. Your time limit to search for a lost ball is one (1) minute!

Prize Money- We collected \$15 in your daily golf fee as a contribution to the prize money pot. We will pay six (6) places for each flight or team competition using the following percentages; 1st- 26% 2nd- 21% 3rd- 17% 4th- 14% 5th- 12% 6th- 10%. In the case of ties, the percentages will be added and money divided so that each individual / team will get an equal share. We no longer use scorecard playoffs.

(See Reverse Side!)

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Today's Competition

Scramble- The Chief Scorer and the Assistant Commissioner have arranged today's field by flights, based on the Dark Lord handicaps. We then randomly selected a player from each flight (where possible) to make up a Scramble team. There are no handicaps involved in today's scoring.

In a Scramble, each player hits his own ball from the tee. The group then rides to where those balls landed and selects only one shot deemed most desirable. Each player will then hit his own ball from that one selected spot and then they select the best second shot. This process repeats until the team has holed out. The scorer will record the team GROSS SCORE for each hole on the scorecard. At the end of the round, the scorer will add up the hole scores to get a total gross score. The teams with the lowest TOTAL GROSS SCORES win! The following rules/ guidelines apply-

- The first player listed in each pairing is designated as "Team Captain". We ask that the captain use their best small unit leadership skills in guiding the foursome through the course of play. The captain should review and know all of the daily rules. The captain will also ensure that the scorecard is completely filled out, that the math is correct, that it is legible and that it is turned in to the Scoring Committee in timely fashion.
- At each selected point, You may place your ball within one club length no closer to the hole and "in the same condition" everywhere EXCEPT on the green. Each player will putt from the same location until the team has holed out.
- Your team MAX score on any hole is a gross triple bogey! If the team double bogey shot or putt is not in the hole, pick up your golf balls. You are done! Record a gross triple bogey on the scorecard, relax and move on to the next hole. (This scenario is unlikely!)
- For Teams with Three Players- Each player on a three person team will play in rotation one hole at a time for their missing fourth player. The team will select a rotation order on their first tee, and will use this sequence throughout the conduct of play. On the first hole played, the first player in rotation will play his own ball, then will play a second ball for the fourth player... both shots may be considered in selecting the next best desirable location. This process repeats until the team holes out. On the second hole played, the second player hits two balls... and so on until the round is complete.
- Keep up the pace of play and HAVE FUN!

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