

CALENDAR OF EVENTS

Thursday, June 7

12:00 pm - 3:00 pm Registration, Tee Gifts, Buy-in*
2:00 pm Practice Round - Shotgun Start

7:30 pm Prime Rib Dinner
(Contestants Only),
Flights Revealed

Friday, June 8

7:30 am - 9:00 am Breakfast
9:00 am Round 1 - Shotgun Start
11:30 am Round 2 - Shotgun Start
11:00 am - 3:00 pm Grab & Go Lunch
 under tent by scoreboard
2:00 pm Round 3 - Shotgun Start

*Contestants on their own for dinner
Reservations at FCC recommended*

Saturday, June 9

7:30 am - 9:00 am Breakfast
9:00 am Round 1 - Shotgun Start
11:30 am Round 2 - Shotgun Start
11:00 am - 2:00 pm Grab & Go Lunch
 under tent by scoreboard
2:30 pm Flight Winners Shootout

*(Those who do not qualify for shootout are
encouraged to cheer on your flight winners)*

7:00 pm The Pines Gala & Awards
 FCC Ball Room
 Contestants & their ladies
 Dress: Casual
 Cocktails, Heavy Hors d'ourves
 and Entertainment (DJ)

The Pines



FLORENCE
Country Club

The Pines



FLORENCE
Country Club

450 COUNTRY CLUB BOULEVARD
FLORENCE, SOUTH CAROLINA 29502

(843) 662-1413 | FAX: (843) 667-9756 | WWW.FLORENCECC.COM



2018
Member-Guest
Golf Tournament
June 7, 8 & 9 2018



2018 Member/Guest Golf Tournament The Pines • June 7-9, 2018

June 7, 2018

Dear Participant,

On behalf of the Board of Directors, we wish to welcome you to the Florence Country Club. The entire staff headed by Scott Simerlink, General Manager, Steve Behr and the Golf Professional Staff, Dru Clark and the Course Maintenance Crew, Gray Raines, and the Tournament Committee have planned and prepared all aspects of your weekend in hopes of providing you with a weekend of great enjoyment and competition.

Have a great weekend!

2018 The Pines Tournament Committee



2018 Member/Guest Golf Tournament The Pines • June 7-9, 2018

Format: 45 Hole Match Around

The USGA Rules will govern all play as well as the following local rules:

1. The lie of the ball may be improved (1) club length in the fairway of the hole being played no closer to the hole.
2. Tee Markers: **Blue** - 54 & Under, **White** - 55 thru 64, **Gold** - 65 thru 74, **Red** - 75 & over
3. Embedded ball rule is in effect anywhere "through the green."
4. Unmarked Ground Under Repair- Includes French drains and fire ant mounds.
5. Movable Obstructions- Hazard stakes and stakes with ropes.
6. Immovable Obstructions- Cart Shed, Maintenance Building.

- *Note: 1) The "root rule" is not in effect
2) Newly sodded areas: players may take relief; nearest point, 1 club length, no closer to the hole
3) Free Drops: Maintenance bld., cart shed.

Course Markings

- A. Out of Bounds- Defined by white stakes and/or lines on the ground, the fence surrounding the golf course (no relief from fence), the driving range and the sidewalk to the right of #18 green. (outside of path is boundary)
- B. Lateral Hazards- Defined by red stakes and/or lines.
- C. Water Hazards- Defined by yellow stakes and/or lines.
- D. Ground Under Repair- Enclosed white lines areas.

Special Events

Friday & Saturday: Closest to the Pin on all Par 3's

Format- Nine hole matches using net best ball. (Four-Ball Match Play)

Flighting- The flights have been determined by combined handicaps of the two players.

Handicaps- In each match, 75% of handicaps will be applied as they fall on the scorecard. Half shots will apply.

Matches- Each team will play a nine-hole match against every other team in their flight using net best ball. Matches will begin from an assigned tee and continue for nine holes On The Same Side, As The Starting Hole. (i.e. A match beginning on #5 consists of holes 5,6,7,8,9,1,2,3,4)

Scoring- Points will be earned by each team according to the following formula. Point totals for each match will be 9 points
a. Winning a hole = 1 Point
b. Tying a hole = ½ Point
c. Losing a hole = 0 Points
Flight winners are determined by the total points of each team after all matches have been played. Scorecards must be signed and returned to the golf staff. The card must show the best ball net score and points won by that team.

Ties- In the event of a tie for first or second place in a flight, the winning team will be determined by the point totals from the match between those teams that are tied. If that results in a tie, the teams shall be matched hole by hole using net best ball beginning on the lowest handicap hole played in the match and continuing to the next lowest handicap hole in the match. This will determine the flight winner. Buyout money will be split.

Weather Shortenings- A minimum of two matches in each flight must be completed in order to award prizes and to distribute all monies. Teams win points for a match only if the entire flight has completed play in that match. If play is suspended you may complete play of hole.

No Shows & Late Starts- If one player on a team is not ready to start his match on time, his partner must proceed without him. The player may join the match after it has begun. If a team does not show for a match, that team will receive 2 points and the opposing team will receive 7 points. A late team may complete their match if they arrive in time for their second hole (loss of first hole) to be played. Otherwise they will be classified as a "NO SHOW". A team may NOT forfeit a match on purpose. If they do, that team will be disqualified from the tournament.

Prizes- Prizes will be awarded to the overall shootout winner and 1st and 2nd places in each flight. All flight prizes are in gift certificates. The overall winner can win his flights buyout money but not flight prizes. Shootout winners will receive cash.

Shootout- Immediately after all matches have been played on Sunday, there will be a shootout among the flight winners to determine the overall champion.

***Buy-In-** All betting must be paid in cash before start of first round. Team buyout \$200.00 per team. \$100 will go toward flight winners and runner-ups, \$100 will go toward shootout. Teams may only buy themselves.