

Wolf Hollow Golf Club
2025 Fall Classic
October 25th & 26th

Rules of Play

Format: Three-person scramble. Each player tees off, the team then selects the best shot of the three, and proceeds to that point and hits from there. Proceed in this manner until the ball is holed out. **Reminder: Once a ball is holed out that score counts for the team.** There are **NO GIMMES**, the ball must be holed out on every hole. Field will be flighted after the first round. This is a two-day event, scores from both days will be combined for a two day total to determine the winners in each flight.

All ties will be decided by a Scorecard playoff. This will be based on Blind draw hole by hole from Sunday scores.

Rules: U.S.G.A. Rules will govern play with the following exceptions:

- Ball will be played up through the green one club length no closer to the hole. Ball must remain in the same type of condition, i.e. a ball in the rough must remain in rough and so forth. In the scramble format if selected ball is in a penalty area or bunker first player plays the ball as it lies and the other player places their ball within one club length of the selected shot.

Tees: First Round – Men play from the White Tee Markers. Men 65+ play from Gold Tee Markers. Ladies play from the Red Tee Markers.

Second round – In Championship Flight men will play the Blue Tee Markers, Men 65+ Play from white tee markers, Ladies from the Gold Tee Markers. All other flights play from the same tee markers they played from during the first round.

Prizes: Will be based on the total number of teams playing in the event. 44 Paid Teams will be a full purse.

Bump Rule: A number from 3 to 7 will be selected following the start of the second round. That number will determine the maximum number of strokes that a team leading a flight may improve their score. This is their “bump score”. All other teams in the flight determine their bump score by subtracting from the leaders bump score the number of strokes that they trail the leader.

Example: Team A shoots 70 Saturday and leads the flight. Team B shoots 72. Bump Number is 4. Team A’s bump score is 66 Sunday (70-4=66). Team B’s bump score is 64 (72-70=2; 66- 2=64).

Any teams shooting lower than their bump score will be bumped out of the tournament.

Optional Contest: Skins Game – \$30.00 per team per day. Skins will be paid in cash by flight both days. In the event that there are no skins in a flight the money will be used as “Day Money” to be paid 50% to 1st; 30% to 2nd; and 20% to 3rd lowest scores within the flight for the day. Ties will split.

Closest to the Pin – \$5.00 per player per day. There will be four closest to pins each day.

All Scoring will be done on the GPS Monitor in the cart. It is required that you keep a paper scorecard as well to confirm your scores.

Upon completion of the round please return your scorecard to the scoreboard located in the Snack Bar. Scorecards must be signed by one member of each team. Signed Scorecards are final!

Good Luck!!!
Please enjoy your round at Wolf Hollow Golf Club