

# Gull Lake Rule Revisions 2017

## Tee Boxes:

- > Golfers who are of social security FRA are eligible to use any of the available tee boxes on par 3's.
- > Golfers who are at or over the age of 70 are eligible to use any of the available tee boxes on any of the holes throughout their rounds.

## Par 3's:

- > The validation component on par 3's has been eliminated. Closest to the pin solely determines winner(s).
- > Carry overs on par 3's has been eliminated. Any money not won on a par 3 will be reallocated to another game(s).

## Snakes:

- > Snakes will continue to change hands only at the beginning of play on the next hole (the snake does not change hands within play on any individual hole) with the exception of the final hole. Players must win the snake on the final hole with a 2 putt or less. If all players incur a 3 putt or greater on the final hole the winner of the snake is the player holding the snake going into the final hole.

## 2 man:

- > A new 2 man game will be tested in 2017. The revised format will replace the conventional 2 man scramble with a 2 man match play scramble. In this format the #1 and #12 golfers will be paired against the #2 and #11 golfers. The #3 and #10 golfers will be paired against the #4 and #9 golfers. The #5 and #8 golfers will be paired against the #6 and #7 golfers. Each foursome will have a winner for payout purposes. Golfer rankings will be determined by each individual's total score for the 2 days of skins rounds. Total score by hole is eliminated and replaced by the team winning the most individual holes.

## Scoring:

- > A Snowman is the highest score you can take on any hole during the Guller.
- > Putts for birdie and par should not be conceded except during the 2 man match play format.

## The Kelly Golf Rules:

- > The golf rules submitted by and for Kelly McCarty at Gull Lake 32 will be considered by this administration and all news organizations affiliated with Gull Lake as a "Fake Golf Story".

# Gull Lake 2017 Games

## Snakes:

> Game is played on Wednesday and Thursday.

> Game is played within each foursome with a winner coming from each foursome. Winners receive \$8 each day and total payout for the 2 days is \$48.

## Blind hole bogey & double bogey:

> Game is played on Wednesday and Thursday.

> Game is a luck of the draw game with front nine winners scoring a bogey on the designated hole and back nine winners scoring a double bogey on the designated hole. The designated holes are randomly picked after the round is completed. Par 3 holes are eliminated as a potential designated hole. Individual payout varies depending on the number of winner(s). Each 9 holes has a \$25 available payout and total payout for the 2 days is \$100.

## Closest to the pin:

> Game is played on Wednesday and Thursday on all par 3's.

> Individual winner receives \$5 for each par 3 won. Total payout for the 2 days is \$40.

> Team winners (most golfers staying on the green) split \$10 for each par 3 won with the 2 lower handicap golfers receiving \$2 each and the 2 higher handicap golfers receiving \$3 each. Total payout for the 2 days is \$80.

\*\*\*\* Tie breakers for team game. 1) Total score of all 4 golfers on the par 3 2) Total score of all 4 golfers on the hole prior to the par 3 3) Total score of all 4 golfers on the hole after the par 3.

## Skins:

> Game is played on Wednesday and Thursday.

> Individual winners will split \$27 each day ( each skin is worth \$1.50). Skins not won on day 1 will carry over to day 2 in the individual game only. Total payout for the 2 days is \$54.

> Team winners (team with the most skins for each 18) will split \$20 with each golfer receiving \$5. Total payout for the 2 days is \$40.

\*\*\*\* Tie breakers for team game. 1) Total score of all 4 golfers for the entire 18 hole round 2) Total score of all four golfers on the #1 handicap hole during the round.

## 9 hole scramble:

> Game is played on Wednesday and Thursday.

> Winning team receives \$10 per golfer and runner up receives \$5 per golfer. Total 2 day payout is \$120.

\*\*\*\* Tie breaker will start with the lowest handicap hole and continue until one of the tied teams has a lower score. Scramble is played from the front tee boxes.

**2 man match play scramble:**

> Game is played on Friday only.

> Winning team receives \$6 per player. Total payout for \$36.

\*\*\*\* Tie Breaker will start with the lowest handicap hole and continue until one of the teams wins the hole in the match play format. Match play scramble is played from the front tee boxes.

**Money collected daily and paid out daily:**

> Total entry fee \$43

> Wednesday \$20

> Thursday \$20

> Friday \$3

## Nice to know facts from the desk of the Commissioner

### Money distribution:

Last year we revised the money games to broaden the pool of winners. After reviewing last year's results some minor revisions will be implemented that will hopefully enhance the overall payouts.

> Prior to last year the payout process was top heavy with several golfers winning over \$100 while several golfers won nothing. This past year every golfer won money with the top payout being \$64 and the bottom payout being \$26. 7 of 12 golfers earned back their entry fee of \$43.

> While there will always be exceptions, the intent is to have team money at a 2 to 1 to individual money. Because it is a luck of the draw game, where 1 or more golfers could win, blind hole bogey is removed from the calculation. In this scenario individual prizes account for 34% of the money and team games account for 66% of the money.

> To maintain the 2 to 1 relationship both individual and team payouts need to be roughly between \$5 and \$10 per winning golfer or team. The exception being individual skins which cannot be pre-determined. Listed below are the games and revisions.

\$\$\$\$\$\$\$\$ Snakes has been reduced from an individual payout of \$12 to \$8.

\$\$\$\$\$\$\$\$ Blind hole bogey has been reduced from a \$30 payout per 9 to \$25. In reviewing the score cards the average number of winners on the bogey 9 was 3.5 and on the double bogey 9 was 3. The payout per winner has been reduced from about \$9.23 to \$7.69 or about \$1.50 per winning golfer.

\$\$\$\$\$\$\$\$ Individual closest to the pin has been increased from \$4 to \$5 and the team payout increased from splitting \$8 to \$10.

\$\$\$\$\$\$\$\$ Individual skins has been increased from \$1 per hole to \$1.50 and the team payout increased from splitting \$18 to \$20.

\$\$\$\$\$\$\$\$ The 9 hole 4 man scramble at the end of the day remains the same. Winning foursome splits \$40 (\$10 per golfer) and second place splits \$20 (\$5 per golfer).

\$\$\$\$\$\$\$\$ The new 2 man match play scramble format will payout the same amount as last year's 2 man scramble (\$36) but 6 players will receive money vs 8 last year.

> Thoughts behind incorporating a 2 man match play scramble format was to speed up play on the last day. In match play you can concede a hole if you are out of it or concede a putt and move onto the next hole quicker. I ran a test model based on last year's score cards matching up the correct teams. Team 1 (golfers 1,2,11,12), their match went all 18 holes to determine a winner. Team 2 (golfers 3,4,9,10), their match went 17 holes before it was dormie. Team 3 (golfers 5,6,7,8), their match went 16 holes before it was dormie. In this particular instance all 3 matches may have ended at the same time.

### Kellys odds

(Overall not a bad job Kman)

<b>Prediction</b>	<b>Skins winners</b>	<b>Money winners</b>
<b>Steve</b>	<b>Glen (8)</b>	<b>Steve (\$64)</b>
<b>Glen</b>	<b>Frank (7)</b>	<b>Papa (\$60)</b>
<b>Mike</b>	<b>Mike (6)</b>	<b>Frank (\$54)</b>
<b>Lyle</b>	<b>Papa (4)</b>	<b>Glen (\$50)</b>
<b>Papa</b>	<b>Steve (3)</b>	<b>Mike (\$46)</b>
<b>Frank</b>	<b>Mark (3)</b>	<b>Bob (\$46)</b>
<b>Tom</b>	<b>Tom (2)</b>	<b>Jan (\$45)</b>
<b>John</b>	<b>Lyle (2)</b>	<b>Kelly (\$36)</b>
<b>Bob</b>	<b>Bob (0)</b>	<b>Tom (\$30)</b>
<b>Kelly</b>	<b>Jan (0)</b>	<b>Mark (\$29)</b>
<b>Mark</b>	<b>Kelly (0)</b>	<b>Lyle (\$29)</b>
<b>Jan</b>	<b>John (0)</b>	<b>John (\$26)</b>

### Golfer rankings by condo and winnings:

> Glen (1), Bob (6), Steve (9), Kelly (11) = 27     \$196 won

> Mike (2), Frank (5), John (7) Jan (12) = 26     \$171 won

> Lyle (3), Papa (4), Tom (8), Mark (10) = 25     \$148 won

\*\*\*\* Condo winnings are not reflective of the condo foursome always playing together. The ideal total condo ranking would be 26 for each condo in relationship to day 1 and maintaining the integrity of the team games. The actual grouping was fairly close.