

Remember the Texas Two Step is supposed to be a lot of fun. However, we do have some rules to help guide you to correct scoring, as well as make sure everyone has a fair and fun time. If a breach of a rule occurs, the committee will decide if penalty strokes are necessary. **Players must exchange scorecards and keep other teams score during rounds. Both groups should agree on scores and sign before you turn your cards in.**

Tees: Men 64 and younger will play from the White Tee Markers. Men 65 and over will play from the Silver Tee Markers. Women will play from the Red Tee Markers.

Playing Handicaps: the tournament committee has placed a cap on handicaps at 36. If a player's handicap is greater than 36 it will be reduced to 36 for this tournament. The tournament committee has also placed a cap on the difference between partner's playing handicaps. The handicap difference between two partners will be set at 15. If the difference is greater than 15, the highest HI will be reduced until the difference is equal to 15. Handicaps are off the March 23rd revision. On Saturday's Round 1 we are using 85% of the handicap. On Sunday's Round 2 we are using 35% of the lowest handicap and 15% of the highest handicaps. These are the USGA Handicap Allowances.

Saturday – Best Ball: Played on the Old Course. Each player plays their own ball, and the team will record both gross scores on the scorecard. Then record the best gross and the best net score on the scorecard. All putts must be made if you are using that player's score (Net or Gross). We are playing the ball down on Saturday unless otherwise directed at the starting tee.

Sunday – Two Person Scramble: Played on the New Course. Each player hits a shot; you pick the best one and each player hits a shot. Repeat the process until the putt is holed. When playing a shot each player is allowed to **place their ball within one scorecard length of the original spot** but not closer to the hole. If the location is in the rough, a bunker, a penalty area, etc. the placement of the balls must be in the same area. Examples: if your ball is in the rough you must place your ball within one club length, and it must stay in the rough. If your ball is in a bunker, you must place your ball in the bunker. Players will record the best team gross score and then the net score on the scorecard.

Other scoring info: If you pick up and are out of the hole, **no X's** are to be recorded on the scorecard. We are playing Double Par Max. Par 3 record a 6, Par 4 record an 8, and Par 5 record a 10. Scorecards not filled out completely before scoring will be returned to the players.

Drop Zones:

Old Course: On the par 3, hole #13, there is a drop zone on the other side of the ravine near the green. It is marked with a white circle and a DZ.

New Course: On the par 3, hole #6, there is a drop zone on the right hand side near the cart path. It is marked with a white circle and a DZ.

Out of Bounds: Out of Bounds is defined by:

- The course-side points at ground level of white stakes, fence posts, white PVC pipes, and walls
- White dots
- And the inside edge or curbing of residential paved roadways

Note: A ball that crosses a public road defined as Out of Bounds and comes to rest beyond that road is Out of Bounds, even though it may lie on another part of the course.

Model Local Rule E-5

*"When a player's ball has not been found or is known or virtually certain to be out of bounds, the player must proceed as follows. For **two penalty strokes**, the player must take relief by dropping the original ball or another ball in this relief area (see Rule 14.3):*

Two Estimated Reference Points:

a. Ball Reference Point: *The point where the original ball is estimated to have:*

- *Come to rest on the course, or*
- *Last crossed the edge of the course boundary to go out of bounds.*

b. Fairway Reference Point: *The point of fairway of the hole being played is nearest to the ball reference point, **but** is not nearer the hole than the ball reference point.*

For purposes of this Local Rule, "fairway" means any area of grass in the general area that is cut to fairway height or less.

Ground Under Repair: Ground under repair includes but is not limited to areas encircled by white lines and marked "GUR"

Immovable Obstructions: Include, but are not limited to artificially surfaced paths, decorative stones (curbing) adjacent to cart paths, and restrooms, and bunker lining. Immovable obstructions adjacent to, within or abutting each other, such as artificially surfaced paths, curbing, drains, permanent structures, etc., are considered a single obstruction.

Ground Under Repair on Greens: If a player's ball is on the putting green and there is interference by an abnormal course conditions the player may take free relief by placing the original ball or another ball on the spot of the nearest point of complete relief, using the procedures for replacing a ball under Rules 14.2b(2) and 14.2e.

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- a. The nearest point of complete relief must be either on the putting green or in the general area.
b. If there is no such nearest point of complete relief, the player may still take this relief by using the point of maximum available relief, which must either be on the putting green or in the general area.

Note: For a ball on the putting green, a player may take free relief for the following: area of intended swing, stance, lie of the ball and line of play (line of play relief only available for ball on putting green).

Animal Hoof Damage in Bunkers: Damage that is clearly identifiable as having been caused by animal hoofs is ground under repair from which free relief is allowable under Rule 16.1. Model Local Rule F-13 is in effect.

Doubt as to Procedure: If in doubt as to procedure and an official is not nearby, to avoid delay, players are encouraged to play a second ball in accordance with Rule 20.1c(3). The player **MUST** report the facts to a Rules Committee member on the course or at scoring before scores are entered.

Pace of Play: The established Pace of Play for the Texas Two Step is to keep up with the group ahead of you. We will have marshals on the course to keep you moving. Remember if you are out of the hole and going to use your partner's net and gross score, you should **PICK UP!** We are also using double par max, so if you have reached that score then **PICK UP!** **You are expected to finish your round in 4 hours and 30 minutes.**

14 Club Rule is in effect.

Exchange your scorecards with the team you are playing with in Rounds 1 and 2. Both teams must agree on the scores, ensure the scorecards are filled out completely including both gross and net scores, and sign the cards before turning them into the official scoring area.

Procedure for Ties: The tie will be broken by the best team score for round 1. Should the teams still be tied, the last nine holes will be used, followed by the last 6, last 3, final hole, etc. off the round 2 scorecard.

Other info: Caddies are not permitted. Spectators are allowed but must walk, unless arrangements are made with the host club to allow the use of a cart (if available).