

***NSCIF Division II Golf Championship
Arrowhead Golf Course
Alturas, California
Tuesday, May 6, 2008
11:00 am Shotgun Start***

Competitors Sheet

Tournament Guidelines:

1. 18 holes of medal play-USGA rules will apply. Putt everything out. Pace of Play: 5 hrs.
2. Winter rules: Six inch bump no closer to the hole from tee through green within the fairway (between the tree line for the hole of play).
3. Play is from the Blue Tees (6702 yds).
4. Exchange scorecards with someone who is not in your league. Use two vertical boxes to record the scores on each hole. Make numbers neat and precise. Keep your score on the bottom. Check hole-by-hole scores carefully before signing and turning in the card. If you sign for a lower score on any hole you will be disqualified. If you sign for a higher score on any hole that is what you will get. Do not worry about adding your score; the tournament officials will take care of the addition. Get two signatures on each scorecard at the end of the 18 holes.
5. Remember, it is a two-stroke penalty for swearing and club throwing. It is also a two-stroke penalty for giving or asking advice. Use good golf etiquette-don't get disqualified.
6. Hit a provisional ball if your ball might be out-of-bounds or lost. Remember, you must announce to your group that you are going to play a provisional ball and mark it distinctly.
7. If you have any questions with respect to a ruling that can't be determined on the course, play two balls and write down both scores. We will get a ruling at the end of the round.
8. Other Local/Championship Rules:
 - a) Out-of-Bounds: The perimeter fence (not always marked with white stakes). Embedded ball rule is in effect through the green.
 - b) Water Hazards on holes 1, 2, 3, 4, 5, 6, 9, 10, 11, 12, 13, 14, 15 and 18.
 - c) Lateral Hazard on holes 4, 5, 6, 13, 14 and 15. Holes 5 and 14 have a designated drop area.
 - d) Staked trees: Ball may be lifted and dropped two club lengths from nearest relief – no penalty.
 - e) Worn areas around the green on hole 5, 7, 14 and 16 will be played as ground under repair if not marked. Take a no-penalty drop at the nearest point of relief no closer to the hole.
 - f) All players are requested to help find possible lost balls for players in each group to help speed up play.
9. Keep your golf bags off all tee boxes and the aprons around the greens.
10. Be able to identify your ball (a special mark that makes it different from any other ball that is the same brand and number).

Leave the course in better condition than when you started: replace all divots, repair all ball marks, rake all sand traps, etc... Have fun and enjoy your day of golf!