

Orange Ball Classic *by flights*

(Moveable White Tees)

4-some event – one player from the 4-some has the “Orange Ball” on each hole.

The holes are determined by the position the player has in the group (1st, 2nd, 3rd, or 4th).

The “Orange Ball” player’s net score & the net best ball score of the remaining 3-players count as the team score on a given hole.

The #1 and #2 players are assigned the “Orange Ball” on five (5) holes.

.... At the completion of play you combine the “Orange Ball” score with the Best Ball score to get the final team score.

Order of Play

1st player - #1, #5, #10, #14

2nd player - #2, #6, #11, #15

3rd player - #3, #7, #12, #16

4th player - #4, #8, #13, #17

RULES & Scoring

1. Play according to 2014 USGA rules as amended by local rules.
2. All play from the “Red”, White”, and “Blue” moveable tee-box markers.
3. Record your INDIVIDUAL GROSS score on the score card.
4. Record the net score of the “Orange Ball” player on the card. Record the Lowest Net Score from the remaining 3-players in the space provide on the score card.

Exception is #9 and #18 – Score the 3 Best Net Scores of the foursome

5. Add the “Orange Ball” total score and the Best Ball total score to make the Team Score for your Team Total Score at the completion of your round.
6. Review the official score card for accuracy. Sign, and Attest the official score card and give it to a committee member at the scoring table.

Prizes in all flights

1st - \$45 2nd - \$35; 3rd - \$25; 4th - \$20 *per player*

Individual Low Gross - \$20; Low Net - \$20

Side Pots - \$15

Birdie Hole # 12 – 90% of pot / # of winners (*max \$25 to MGPF*)

Net Team Skins by flight (*Orange Ball/Best Ball*) **Raffle**

Individual Money Hole # 5 (*2-flights, 2 winners per flight*)