

- 1. There will be 4 teams of 8+ players on each team
- 2. Foursomes will be guys from the same team (you will not be playing with 2 opponents from another team)
- 3. Handicaps will be implemented, and each golfer's net scores will be used
- 4. Most rounds will be a 2-man event (like the Ryder Cup); the 2-man partners can be rotated each round
- 5. Points will be awarded to each 2-man pairing based on where they place for that round (like the FedEx Cup)
- 6. The 2-man pairings earn points for their respective teams (like team gymnastics in the Olympics)
- 7. Points from each round will be accumulated (excluding round 4, which is the skins round)
- 8. The team with the most points after all the rounds is the winner
- 9. Points are calculated as follows:
 - i. The best 4 scores from each team will count; all other scores will be dropped (each 2-man group will have 1 combined score) there will be a total of 16 scores in play
 - ii. The overall low score for the round earns 16 points for their team, the second low score earns 15 points; third low score earns 14 points, and so on
 - iii. Ties will be broken by the team with the lowest score on the #1 handicap hole
 - iv. For the individual round, points at play are doubled, and the best 8 scores from each team will count; all other scores will be dropped there will be a total of 32 scores in play
 - v. The overall low score for the round earns 16 points, the second low score earns 15.5 points; third low score earns 15 points, fourth low score earns 14.5, and so on

The schedule and formats for the 5 rounds are as follows:

Thursday 9/22

Round 1: Indian Wells – Players Tee Time: 8:00 am shotgun Format: 2-Man Best Ball

Round 2: Indian Wells – Celebrity Tee Time: 1:00 pm shotgun Format: 2-Man Scramble

Dinner: Top Flight Tacos

Friday 9/23

Round 3: PGA West – Stadium Tee Time: 6:36 a.m. – 8:15 a.m. Format: 2-Man Best Ball

Round 4: PGA West – Nicklaus Tee Time: 12:00 p.m. – 1:21 p.m.

Format: Skins

Saturday 9/24

Round 3: Desert Willow – Firecliff Tee Time: 8:00 a.m. shotgun

Format: Individual

Lunch: Yard House

Course Care

- Fix your ball mark as well as any other ball marks in your line of putt.
- Replace your divot and/or use the sand to fill your divot.
- Rake any bunker that you walk into whether you play out of it or not.
- Keep all carts on the path around tees and greens.

Lost Ball and Out of Bounds

- Estimate the spot where your ball is lost or went out of bounds
- Find the nearest fairway edge that is not nearer the hole
- Drop a ball in the fairway within two club-lengths of that fairway edge point
- Take a 2-stroke penalty
 - As an example, if you hit your tee shot OB, you can drop in the fairway nearest the point where the ball went OB, and you will then be hitting your 4th shot.

Relief From Abnormal Course Conditions (Ground Under Repair, Casual Water, etc.):

- You may take free relief from ground under repair and casual water.
- Find the nearest point of relief where you are clear of the abnormal course condition
- Drop your ball within 1 club-length of that point not nearer the hole

Relief From Loose Impediment or Movable Obstructions

- You may remove a loose impediment or a movable obstruction without penalty anywhere on or off the course.
- If your ball moves, there is no penalty, and your ball must be replaced on its original spot.
 - o Loose Impediment is any unattached natural object such as: rocks, loose grass, leaves, sticks, etc.
 - Movable Obstruction is an object that can be moved without damaging the obstruction or the course.