

## SHOOT-OUT NOTES

- . Each flight will have a Monitor who will announce Team # that is to hit and make any decisions necessary for progress of play.
- . This is a true Alternate Shot (Scotch Twosome). Teams are flighted as fairly as possible. There are no handicaps in the Shoot-Out.
- . Choose a ball for play; put Team # on the ball. (The Monitor will verify your Team # before play.)
- . Choose who will tee off on first tee; then alternate shots **until play is final.** (eg, Partners are A and B - A holes the putt on 1<sup>st</sup> hole; B tees off on 2<sup>nd</sup> hole, etc.)
- . Players tee off in order of Team #, ie, Team 1 tees off first, Team 2 second, etc.
- . Play is done in order – team whose **drive is furthest from the green hits first**, then next furthest, etc.
- . Once all balls are on the green, **team CLOSEST to the pin putts first**, then next closest, etc.
- . If a tie occurs, players will have a chip-off to determine who is eliminated. Partners decide which of them will chip. The chip-off is done in Team # order also. Those involved in the chip-off will **face in the opposite direction of chip-off** until their turn to chip. The Monitor will decide where the chip-off will be.

HAVE FUN AND SOME GOOD GOLF!!!!