



The 2016 Commish's Cup

QuickSnap

Itinerary

10:30: Captains Meeting	1:00: Shotgun
12:00: Arrival, clothing pickup & warm-up)	7:00: Chow
12:30: Team photo's	7:30: Presentations
	8:30: Socializing



Format & Rules

First six holes (or less)

- Scramble match-play format
- Both players hit their own ball and choose their favourite of the two
- If the match ends before six holes are completed, begin the best ball matches
- Two points available for this match
Lift, clean and place within 12", anywhere on the course, but you must stay in the same cut

Second six holes (or less)

- Best ball match-play format
- Players play their own ball from tee to green and take the best score of the two
- If the match ends before six holes are done, individual matches begin on the next hole
- Four points available for this match
12-inch preferred lies with clubhead in your own fairway (fringe excluded)

Remaining holes

- All individual match-play format
- Both players play individual matches vs. their two opponents
- Two points for each individual match
- Total of eight possible points
12-inch preferred lies with clubhead in your own fairway (fringe excluded)

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General Slammer Tour Rules

- Gimmies can be given if one opponent agrees (excluding putts for doggies)
- There are no stroke-and-distance penalties for this event. Instead, the ball is dropped at the point of entry with a one-stroke penalty.
- You may fix bumps and ball/spike marks on the green
- Range finders/GPS are permitted
- Three-minutes max. to search for a lost ball
- 30 seconds max. to execute your shot (be ready)
- If you think your opponents have proceeded incorrectly, politely tell them that you disagree and will be filing a claim at the end of the match; the situation will be reviewed by the two captains and the rules official, if necessary
- If you are unsure about a situation, you can call 613-859-8810 for clarification if critical

Scoring

One team member from each group will be designated as official scorer. Please hand in your signed group scoresheets at the clubhouse.

The Michelob Ultra Long Bomb

10-bone entry gets you one shot at the long bomb and a tall boy of Michelob Ultra (or other of your choice). Try it before golf for \$5 as often as you like. Bones available to divisional winners.

QuickSnap Doggies

Each doggie (closest-to-the-pin) is worth 150 bones! 100 for the shooter and 50 for the partner, but you must make par or better.