
The Ranch

SHOOTOUT

2009

Tournament
Information



The Ranch
Country Club

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SHOOTOUT

July 8, 2009

Dear Shootout Participant,

On behalf of the entire staff at The Ranch Country Club, I would like to welcome you to this year's event.

Included in this player guide is all the information that you need to know for this year's event. You will find a schedule of events, rules sheets, wagering information, and much more.

We hope you enjoy the 2009 Ranch Shootout. If there is anything that my staff or I can do to enhance your time here, please do not hesitate to ask.

Good Luck!

Ed Oldham
Head Golf Professional



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Schedule of Events

Thursday, July 23

Player Registration	10:00 am – 5:00 pm
Player Lunch	10:00 am – 11:30 am
Practice Round	11:30 am shotgun
Ambush	4:00 pm
Players Only Cocktail Party	6:30 pm

Friday, July 24

Golf Shop opens	5:30 am
Players Breakfast	6:15 am
First Nine Hole Match	7:30 am shotgun
Second Nine Hole Match	10:30 am shotgun
Players Lunch	1:00 pm
TMaG Concept Shop	1:00 pm – 2:00 pm
Third Nine Hole Match	2:00 pm shotgun

Saturday, July 25

Golf Shop opens	5:30 am
Players Breakfast	6:15 am
Fourth Nine Hole Match	7:30 am shotgun
Final Nine Hole Match	10:30 am shotgun
Players Lunch	1:00 pm
Pari-Mutuel Wagering	1:00 pm – 2:00 pm
Finals	2:00 pm
Cocktail Hour	7:00 pm
Awards	7:45 pm
Dinner	8:00 pm
<i>Dinner Attire: Country Club Casual</i>	
Dancing to The Dynamics	



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The Ambush

Entry Fee: \$25/ Team Cash

USGA Rules apply except where modified by Local Rules.

The Hogan/Nelson Flight and the Snead/Jones flight will play from the Blue tees. All other flights will play from the White tees..

The field is flighted into five flights of twelve teams. No handicap will be used in this event. All teams play from scratch in their respective flights.

Format: Scotch (alternate shot) horserace. Partners shall play alternately from the teeing grounds and alternately during play of each hole. Penalty strokes do not affect the order of play.

Four teams will be eliminated after the first hole played. Four more teams will be eliminated after the second hole played. Two teams will be eliminated after the third hole played. The two remaining teams will play for all the cash.

Tie-breaker: If two or more teams are tied with the high score on a hole, a best-ball chip-off will be held. The teams scoring chip will be the best of the two partners.



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The Matches

- Format:** Four Ball (Best Ball) Match Play
- Flights:** The field is flighted by handicap with six teams in each flight. Assignments to flights are based on the total combined USGA Handicap Indexes of the partners.
- Tees:** Blue tees: Hogan, Nelson, Snead, and Jones Flights.
White tees: Sarazen, Palmer, Hagen, Nicklaus, Armour, and Player Flights.
- Handicap:** The handicap used for competition will be the handicap that is the player's lowest index in the last 12 months. Player's with newly established handicaps will have their handicap reduced 20%. Players receive 100% of their lowest index adjusted to The Ranch Country Club slope ratings for the applicable tees. During the matches, the handicaps of all players will be reduced by the handicap of the lowest handicap player, who will then play from scratch.
- Matches:** Each team plays five nine-hole matches, one against each of the other five teams in their respective flight. Each match represents nine possible points, one point for winning a hole and 1/2 point for halving the hole. A team may win a maximum of seven points in any one match. The team with the most points after the five matches is the Flight Winner and advances to The Finals. The two highest scoring teams that are not flight winners will also advance to The Finals as Wildcard teams.
- Tie-Breaker:** In the event of a tie for first place between two teams within a flight after the matches have been completed, the winner is determined by how the tying teams performed against each other. If the tying teams halved their match, the winner will be determined by a sudden-death playoff.
In the event of a tie for first place between three or more teams within a flight, the winner is determined by how the tying teams performed against each other. Points won by each team against the other tying teams are added together. The team with the most points advances to The Finals. If two or more teams are still tied, a sudden-death playoff will determine the winner. In the event of a tie between two or more teams for the Wildcard spots, the first tiebreaker will be the number of points scored in the 4th and 5th matches combined. The second tiebreaker will be the number of points scored in the 5th match. The third tiebreaker will be the number of points scored during the first 3 matches. If teams are still tied, a coin flip will determine the wildcard team.
- Rules:** USGA Rules govern play except as modified by Local Rules. This is a Match Play format.
- Additional Notes:** In the case of bad or threatening weather, the following signals will be used:

Suspend Play: Continuous Hi-Lo Tone
Resume Play: Continuous Solid Tone

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The Finals

- Qualifiers:** All flight winners and two wildcard teams advance to The Shootout Finals. The Finals will begin at 2:00 pm on Saturday, July 25.
- Format:** Scotch (alternate shot) Horserace. Holes used for the competition will be #1, #9, #10, #11, #16, #17, and #18. Partners will play alternately from the teeing grounds and alternately during play of each hole. Two teams will be eliminated following play of holes #1, #9, #10, and #11. One team will be eliminated after each of the remaining holes.
- Handicap:** Teams receive 20% of the partners' combined 18-hole handicaps. All teams will be reduced by the handicap of the low handicapped team who shall then play from scratch.
- Tie-Breaker:** In the case of two or more teams tying for the high score on a hole, a best-ball chip-off will be held to determine the team(s) eliminated.
- Chip-off Procedure:** Each team's scoring chip will be the best chip of the two partners. Teams waiting to chip must turn their backs to the hole until it is their turn to chip.
- Players will be given the option of looking at the green prior to anyone playing a shot. After that opportunity, no player is allowed to walk up and look at the green before chipping.
- Sudden Death:** If the two remaining teams are tied followed the play of hole #18, a sudden-death play-off will begin on hole #1.
- Galleries:** Galleries are encouraged during this event.



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Wagering

Shares

Shares for each team will be sold in the amount of \$50 per share. You may purchase as many teams as you want. There is no limit to the number of shares that you may purchase on any one team. There is no limit to the number of shares that will be sold on each team. Shares will be sold on **Thursday evening during the cocktail party or before play on Friday morning**. The Shootout Committee will keep a tote board so participants can see how many shares have been purchased on each team. The Shootout Committee will take 10% of the money bet to help cover tournament expenses. **70%** of the remaining pool (by flight) will be paid for the 1st place team and 30% of the pool will be paid for the 2nd place team. If there is a tie(s) for 1st place in a flight, the same tie-breaker(s) apply to the Shares as apply with the tournament.

Example: If an average of 10 shares per team were sold for the six teams in a flight for a total of \$3000, \$300 would go to the Shootout Committee. **\$1890** would be paid to the 1st place ticket holders. If 10 shares were purchased, they are valued at \$189 each. If only one share was purchased, it would be valued at \$1890. \$810 would be paid to the shareholders of the 2nd place team. Shares may be purchased with cash or check. Make checks payable to The Ranch Country Club.

Day Money

Day Money wagering is included in your entry fee. Payouts will be based on total points won during the matches that day only. Three places in each flight will be paid with 60% for 1st place, 30% for 2nd place, and 10% for 3rd place. The Shootout Committee will also take 10% of the day money pool to help cover tournament expenses.

Pari-Mutuel

Pari-Mutuel wagering on the Shootout Finals will take place between 1:00 pm-2:00 pm on Saturday, July 28.



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Pigeon Sheets

Pigeon sheets are a tally sheet to help you keep track of bets versus other teams in the tournament.

Bets may be placed against other teams in the tournament, even teams in other flights. Simply compare the total points by match, by day, or by tournament total. Here are some suggestions:

Individual Matches: Place bets by one match (one bet) or by all five matches (five bets).

Day Totals: Place bets by day totals. Compare point totals from all matches on Friday and/or all matches on Saturday.

Three Way: This is similar to a nassau. Compare points from Day 1, Day 2, and tournament total.

Every Way: Also similar to a Nassau. Compare points from 1st Match, 2nd Match, 3rd Match, Day 1 total, 4th Match, Final Match, and Day 2 total.

Be sure that both parties know what type of bet you are making and how it is figured. We suggest that the bets be “per man”. If you need extra Pigeon Sheets, contact the Golf Shop.



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Past Shootout Champions

1990	Tim Matsuno	Bill Speicher
1991	Tim Matsuno	Bill Speicher
1992	Paul Coates	Mike Canfield
1993	Ted Nelson	Chuck Sampson
1994	Dave Farabaugh	Ken Zelig
1995	Paul Grillo	Mark Zoltay
1996	Andy Callahan	Mike Hunt
1997	Dave Farabaugh	Ken Zelig
1998	Rich Drewes	Carl McIntyre
1999	James Ellis	Beau Smith
2000	Dick Cahal	Mark Cahal
2001	Dick Cahal	Mark Cahal
2002	Jack Sampson	Rod Chamberlain
2003	Dick Cahal	Chris Cahal
2004	Jeff LaBrec	Cliff Beal
2005	Brandon Smith	Ross Smith
2006	Brett Long	Jamie Martin
2007	Matt Rogers	Scott Kelsey
2008	Troy Cunningham	Gene Schmitz

