

Rules Sheet – Summer Classic

George W. Dunne National - Sunday, June 5th 2022

Low - White Tees / High - Hybrid Tees

Hybrid Tees - Red 1, 4, 5, 6, 9, 11, 14, 18 / White - 2, 3, 7, 8, 10, 12, 13, 15, 16, 17



Closest to the pin: Low - 3 & 17 High - 7 & 13

Lift, Rake, & Place in Bunkers (No cleaning)

All HIGH GRASS and WOODS can be played as a Penalty Area - Play the ball as it lies or drop within 2 club lengths of where your ball entered the fescue/woods (1 stroke penalty)

Driving Range is left of 9. A ball lost in the driving range is a LOST BALL and you must replay your last shot. If you hit it near the range, PLAY A PROVISIONAL

All drop areas marked on the course are in play. You may choose to use them or rehit your last shot. There are drop areas on most of the par 3's and on 18. The drop area for 18 is near the beginning of the fairway.

NEW SCORING PROCEDURE

Prior to the tournament, please download the Golf Genius mobile app on your smart phones. Just search for Golf Genius (it's free)

On tournament day, you will be given a Golf Genius scorecard prior to teeing off.

- One side of the card will be your official scorecard. Use this to keep score according to the instructions printed on the back of the scorecard.
- The GGID is also printed on the scorecard.
- Pick one player in your group to enter scores in the Golf Genius app by logging in with the GGID. Others in foursome can use GGID to see leaderboard but only 1 should do the LIVE scoring.
 - Each player keeps score on their scorecard for the group.
 - After the round, verify the scores and sign the scorecard.
 - Turn in the scorecard to the TD (who will verify and/or post scores in Golf Genius).