



CHICHAITO CLUB SAN ANTONIO, TX 2012



Rules and General Information 26 July 2013

Game Format: Modified Stableford (point system) with teams drawn at the conclusion of regular play. A team draw is conducted by pulling player's predetermined numbers, thereby forming playing teams. The team's score is the mathematical score of the sum score of the team players. The team with the highest mathematical score shall be declared the winner, followed by the next best team score for second place, and so on. Team's objective is to gain the highest positive points (points scored over a player's points.) Game administrator determines the number of teams and players.

Points Awarded, no points deducted:

Double Bogey or >	No Points		Eagle	Eight (8) Points
Bogey	One (1) Point		Double Eagle	Twelve (12) Points
Birdie	Four (4) Points		Hole-In-One	Sixteen (16) Points
Par	Two (2) Points			

Note:

New players start with a converted handicap/points (36 - stated Handicap = points).

The new player shall start with a +/-3 point spread, thereafter the points will be adjusted according to the players score. There is a requirement of three rounds to establish the handicap. **Points will adjust after every round.**

- o **First game:** (Example) new player has a 16 handicap. The points he must pull will be established with the following formula (36-16 = 20 points). He is expected to pull 20 points. We have established a new point system by adding or subtracting 50% of your score to the points requirement. See example below.

Player A : Points required: 20
 Points pulled: 24
 Score: +4
 50% of this: +2
 New points Req: 22

Player B : Points required: 20
 Points pulled: 16
 Score: -4
 50% of this: -2
 New points Req: 18

Current USGA Rules and Dawg Fight Special Rules:

- The ball will be play as it lies; no movement of the ball is allowed unless it is moved according to the rules below.
- Water/rocky area/gravel/mud/ that is not part of an identified hazard will be treated as part of the course and player must declare "un-playable" lay in order to drop the ball no closer to the pin with a one(1) stroke penalty.
- Players 65 years or older, may opt to tee up from the "senior" tees.

TO SPEED UP PLAY

Pick up the ball, once you lay bogey anywhere on the course. The hole shall be marked as a double bogey and no points awarded or deducted.

" There are no "gimmies" when putting for points, player must putt out.

Hitting into Out-of-Bound areas, clearly marked with **WHITE STAKES,** play a provisional ball, prior to leaving the tee box or hit area. If the original ball is declared lost or OB, the provisional ball is now in play. Player is now laying three and about to hit four if the hit was from the tee box.

Red or Yellow STAKES, WOODED, or FENCED AREAS shall be treated as LATERAL HAZARDS and a ball shall be dropped no closer to the hole and within two-club lengths from the margin/hazard crossing point. The stroke count shall be hitting "three," if this was the drive.

POTS

Pot(s) must be paid prior to the start of a match. Late arriving players must inform the group players their \$5 Goodie pot intention.

Team Match Play Pot: \$10 from all players; this is NOT an optional pot. Team winners are paid from this pot.

\$5 Goodie Optional Pot: Groups report each player's goodies per hole and once all goodies are recorded, goodies are compared against each hole. Note: a player who scores a hole in one and is in the \$5 Goodie Optional Pot wins the entire goodie pot, not the team pot. His or her hole-in-one negates all lesser goodies reported during that round.

(Multiple holes-in-one in the same round will split the Goodie pot.)

Optional \$5 Goodie Pot: A goodie is the execution of an exceptional play. A goodie is awarded if it is a lone goodie, or the highest ranked order goodie, for the respective hole. Each group reports each player's goodies per hole. Once all goodies are recorded, goodies are ranked by order and rank order is compared for each of the 18 holes. **The goodies rank is provided below:**

Rank	Goodie	Code
1	Hole in one	HIO
2	Sandie/Chipingo Double Eagle	SCDE
3	Chipingo, or Sandie Double Eagle	CDE, SDE
4	Double eagle	DE
5	Sandie/Chipingo Eagle	SCE
6	Chipingo, or Sandie Eagle	CE, SE
7	Eagle	E
8	Sandie/Chipingo Birdie	SCB
9	Chipingo or Sandie Birdie	CB, SB
10	Greenie Birdie (Par 3's and 4's)	GB
11	Birdie	B
12	Sandie/Chipingo Par	SCP
13	Chipingo or Sandie Par	CP, SP
14	Greenie Par (Par 3's and 4's)	GP

Notes:

1. A **Chipingo** is a ball that is chipped from off the green, and goes directly into the cup and results in a Par or Better. A **Sandie** is a ball played from any bunker, and results in a Par or Better. Both of the Chipingo and Sandie described above, are of equal rank order.
2. Sandie/Chipingo Par, Birdie, or Eagle is a ball struck from any bunker and goes directly into the hole, with a single(1) stroke, and must be a Par or Better. This is also the highest rank order in each Par, Birdie, Eagle category. For example: A Chipingo/Sandie Birdie beats a Birdie, Greenie Birdie, or a Sandie Birdie, or a Chipingo Birdie

Respectfully,

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