

2012 Denver Tour Policies

New Memberships and Handicaps

The Denver Tour does not require a new member to have a USGA handicap. If a new member does not have a handicap, the local tour director will determine the appropriate flight for the player based on his/her recent scores, courses played and tees used. Recorded, verifiable scores, if available, will assist in this process.

Tournament Cancellations and No Shows

All withdrawals from a tournament must be done before the close of registration, usually 7 days prior to the event. The number of players at the close of registration is the number we guarantee to the course, and the number from which we determine the size of the purse within each flight.

If a player withdraws or cancels after the close of registration, his tournament fee will be rolled over to the next tournament, or refunded, only if the Denver Tour is not charged by the course, or if a replacement player is found.

If a player does not show for a tournament, no refund will be given, and the player's ability to play in future events may be revoked.

Player of the Year

The overall season long points leader will be crowned the Player of the Year for his/her respective flight.

Caddies

Caddies are allowed if they are part of a caddy program at the course being played. (Caddies are not allowed at the Tour National Championship.)

Tournament Prizes

A trophy will be awarded to the first place finisher in each flight.

Tournament prizes will be awarded in the form of Visa cards to the top finishers in each flight. The size of the purse will be

determined by the number of players competing in each flight. If there are less than 5 players in a flight, a Visa card will be awarded to 1st place. If there are more than 4 but less than 10 players in a flight, Visa cards will be awarded to 1st and 2nd place. With 10 or more players in a flight, Visa cards will be awarded to 1st, 2nd and 3rd place.

For example, if there are 15 players in a flight, the prizes will be \$150, \$90 and \$60 for the top three finishers.

Square Grooves

The Denver Golfweek Amateur Tour will follow the USGA guidelines to allow square grooves to be used in tournament play until 2014. Starting in 2014, square grooves will not be allowed for our tournament play.

Conforming Ball Rule

Golf balls must conform to the USGA guidelines on conforming golf balls.

Same Ball Rule

The Same Ball Rule is NOT in effect. (If a player substitutes balls during the round, he/she may play a different brand or model.)

Optional Tournament Games

Closest to the Pin/Hole in One - \$5

Format - This is an optional \$5 side bet between players within your flight.

Closest to the Pin - Each flight will have a designated par three for their Closest to the Pin contest. The golfer whose tee shot is closest to the hole wins the cash prize. The ball must be on the green to win Closest to the Pin. \$4 of the \$5 bet will be applied to the Closest to the Pin prize.

Hole in One Pool - \$1 of the \$5 bet goes to a prize pool for the first golfer to post a hole in one. Until there is a hole in one, the prize will carry over from one tournament to the next, and one season to the next.

*****A player not participating in this bet is not eligible to receive prize money in the event of a hole in one.*****

Skins (by Flight) - \$10

Format - This is an optional \$10 side bet between players in your flight. Each player will receive an invitation to enter the skins pool at check-in for each event. If there are no skins awarded, the amount will be carried over to the next event.

Skins - The single best score on any given hole is a skin. The player making the single best score on any hole earns one skin. For the Championship, A, B, and C Flights, a skin can only be won with a birdie, eagle or better. For the D Flight only, a skin can also be won with a par.

Super Skins (All tournament players) - \$10

This is an additional optional \$10 skins game. This skins game is **NOT** paid by flight. Players are competing with all other players in the tournament, regardless of flight, who choose to participate.

How much are the payouts?

Hole in One – at the start of the 2012 season, \$838

Closest to the Pin (by Flight) - the remainder of the Closest to the Pin pool after subtracting \$1 per participating player for the Hole in One prize

Skins (by Flight) – the entire pool

Super Skins – the entire pool

Denver Ryder Cup

The Denver Ryder Cup competition will occur after the regular season and will be a non-points event. Two 20-player teams - 4 players from each of the 5 flights - will compete for the Denver Ryder Cup Championship.

Players will qualify for the Ryder Cup team throughout the season by

declaring, prior to the event, any local Denver event as a qualifying round. The cost to declare an event as a qualifying round is \$15, which will pay for team shirts or hats, etc. When a player declares a round as a qualifying round, their gross score for that round will determine their qualifying position within their flight. The lowest 8 gross scores from each flight will determine the Ryder Cup players for that flight. In the case of a tie, players who post their scores first will qualify ahead of other players. In the event that a qualifying player is unable to play, the next lowest qualifying score will be chosen as an alternate.

Players may attempt to qualify as many times as they wish. Even after qualifying, players may attempt to re-qualify with a lower score in an effort to improve their standing.

At the completion of the Denver Tour Championship (Sept 22/23 at CommonGround), the two players with the lowest gross qualifying scores will be appointed team captains. The two team captains will then choose their teams, alternating picks. The team captain with the lowest qualifying score will choose first.

The competition format is as follows:

Day 1

Front nine - Four Ball (Match Play)

(Two person teams playing their own ball, posting the single best score)

Winning team - 1 point

Tie - 1/2 point

Back nine - Foursomes (Match Play)

(Two person teams playing one ball, alternating shots until the ball is holed. One player will tee off on the even holes, and one on the odd holes - determined prior to the first tee.)

Winning team - 1 point

Tie - 1/2 point

Day 2

Individual 18 hole match play.

Winner - 1 point

Tie - 1/2 point

The team with the highest point total wins the Denver Ryder Cup.