



Livermore Invitational Rule Sheet 2024

Golf Ball Challenge - Rules of Play – Day's 1 to 4

- Everybody must play the same brand and yellow color of ball that has been given out **(WILSON PROFILE V- Max)**.
- You can personalize the ball as you like, for easy identification.
- Play with the same ball until it is lost. Once lost, record the hole you lost it on the scorecard. Now you can play your preferred ball, do not use another Wilson Profile V-Max, you must use it on the following days.
- If your lie is in water - you are out for that day. If you lie in sand and or hazard you must play "that" ball however you must par-out the hole (HCP included), if done carry on to the next hole with the yellow ball, if not it deemed as a lost ball and you are out for that day, record the hole you lost it on. NOW play your preferred ball.
- You are NOT able to change to a different yellow or white ball if you have not lost your initial yellow ball for the day.
- Once you have deemed your yellow lost and recorded on the scorecard you are able to play your preferred ball of choice.
- Do not play another one of the other **WILSON PROFILE V-Max** balls if lost in mid-round, balls are for the remaining rounds for the week.
- Those who have not lost their yellow ball for the round are recorded as the winner for the day, if a tie is present, a chip off will determine the day's winner.
- To determine the "Golf Ball Challenge" winner - Bootleg Gap (last day) you will be partnered up with each day's winner, play head-to-head, last one with the yellow ball is deemed the winner. If there is a tie a put-off will determine the winner, cash payout!

Par 3 Contest – “Eryn Geddes” Rules of Play – Day 2

- Random teams of two.
- 9 holes of play.
- Best score format
- Play your preferred ball of choice.
- Only 3 clubs per person, including a putter. Choose Wisely...
- You are not able to use your team-mates clubs.
- No range finders.
- No need to finish out your ball if your partner is already in with the lowest score.
- Record your score, no matter what...
- NO gimmies!!!
- If a playing competitor hits, kicks, or loses your ball they are deemed DQ.
- Lowest score wins cash payout, if tie is present, teams' split payout!
- We encourage loud cheers and chants throughout your play.
- Good luck!

3 Putt Tag – or 3PT

- This is a Four Day game with No team play.
- First 3-Putt or more in your group hold the DICE.
- Once the next 3 Putt happens in your group pass the dice to the next player.
- Your group will determine that you must putt-out to insure a 3 putt or higher occurs.
- The last person holding the DICE in you group from the round is determined the winner – or loser in this case...
- It is up to you to pass the DICE to the next player before the start of the next hole, if not, you still hold the DICE.
- The winners holding the DICE each day are determined. “The Role of the DICE” winner roles the lowest number.
- There will be four winners by tournament end thus a winner will be determined by “The Role of the DICE” Lowest number wins...
- Tournament winner will be determined at the Closing Ceremonies.