

# *The Hawk Classic Rules*

1. Sign begins at 8:45am. 10am shotgun start.
2. Captains keep your score on a scorecard. Turn into me after your last hole.
3. Follow all course rules.
4. If all four members of your team hit out of bounds or lose your ball, you must take a stroke and drop a ball in the line of flight close to the last place seen. If it is certain your ball is out of bounds or lost, you may hit a provisional (hitting 3).
5. When met with an unplayable lie, you may move your ball away from the hazard no more than 2 club lengths if possible, but no closer to the hole.
6. Ground Under Repair: 2 Club lengths, free drop, no closer to the hole.
7. If a sand trap is found to have no sand or be under repair, or full of water, you may remove the ball from the trap following line of flight and take a free drop without advancing the ball. From that point your team hits next shot.
8. On closest to the pins (all par 3's) your ball has to be on the green. Mark with the marker that is provided and write your name.
9. Longest drive will be on hole 5 and on Hole 12. Ball must be in the fairway. Mark with the marker that is provided and write your name.
10. If there is a tie on the card for the winners, we will refer back to the card for hole number 5, then 15, then 9, then 17 if needed.

## PRIZES:

TEAM 1 <sup>st</sup> Place	\$160.00 plus a sleeve of balls
TEAM 2 <sup>nd</sup> Place	\$80.00 plus a bag of tees
Closest to Pins (All Par 3's)	\$20.00 plus a sleeve of balls
Longest Drive (Hole 18)	\$20.00 plus a sleeve of balls & tees