



"GOATLEY RULES"

Inaugural

GOLF

TOURNAMENT

~ TUESDAY, AUGUST 30th ~

An afternoon of CRAZY golf fun!

Captain's Choice Format

9 Holes + 3 Challenges

1:30 PM START | PRIZES & AWARDS
INDIVIDUAL \$30 ~ TEAM \$120

Register by Friday August 26th at: www.vaturfgrass.org/events

VIRGINIA TECH GOLF COURSE

1 Duck Pond Road, Blacksburg, VA



Virginia Turfgrass
FOUNDATION

The Virginia Turfgrass Foundation is a 501c3 non-profit organization. 100% of the proceeds of this tournament support the modernization needs for the Turfgrass Research Center (TRC) at Virginia Tech.



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9 HOLE COURSE

- **HOLE #1, PAR 4 ~ THE HAPPY GILMORE**

- Using a designated starting point on the tee, the drive must be made using the Happy Gilmore driving technique. Everyone stand back!
- Best ball will be play from that point forward.
- Hole cut all in center, far left, bringing the front left bunker into play.

- **HOLE #2, PAR 4 ~ THE MINI-CUPPER:**

- Standard best ball captain's choice from tee to green.
- The hole is cut on the very front of the green, on the left-hand side of the slope so that anything above the hole is a serious problem!

- **HOLE #3, PAR 3 ~ ENTER SANDMAN HOLE:**

- Best ball format where you are 'rewarded" for poor/good shot making because the team must play a bunker shot at some point on that hole.
- Don't hit it on the green first as you would then need to putt into one of the two bunkers.
- The hole will be cut just behind the front right bunker

- **HOLE #4, PAR 5 ~ RATCLIFF'S REVENGE HOLE:**

- The VT Golf Superintendent, Jason Ratcliff joins us in dreaming up a hole with some old equipment/obstacles that are strategically placed to cause maximum golfer frustration.
- Expect a ridiculous pin placement tucked behind the left front bunker!



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9 HOLE COURSE

- **HOLE #5, PAR 4 ~ Iron Man:**
 - Choose wisely... Use one iron to play the tees to the hole.
 - Pin tucked on far right near the back side of the right hand bunker.
- **HOLE #6, PAR 4 ~ THE CROOKED STICK:**
 - We will have a "special" crooked stick to use for your tee shot.
 - The hole plays as regular Captain's Choice after the tee shot.
 - Pin tucked behind front left bunker.
- **HOLE #7, PAR 4 ~ DRIVE FROM THE OTHER SIDE:**
 - Best ball, but each team member has to hit their tee shot from the other side of the ball (R or L hand driver provided at the hole).
 - After the drive, the hole plays as a standard captain's choice.
 - Expect the pin to be tucked directly behind the right bunker.
 - Use forward tees.
- **HOLE #8, PAR 3 ~ WOODN'T YOU KNOW HOLE:**
 - Only woods (no hybrids) can be used...
 - NO putter on this hole.
 - Pin placed in back left corner near the back bunker.
- **HOLE #9, PAR 5 ~ LET HER RIP:**
 - Tees are all the way up with a traditional captain's choice.
 - Pin in the dead center of the green, hopefully leading to a birdie or possibly an eagle.
 - The only normal hole of the day but there might be a test for points!



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GOLF CHALLENGES

• TARGET CONTEST:

- Located on the old #1 VT Golf Fairway.
- Expect a circular bullseye painted on the fairway with potential old equipment from the TRC preventing your perfect shot.
- "Strokes" will be removed from the final total on the scorecard based on how accurate your shot is to the bullseye, hitting from 120 yards (give or take).
- Scoring
 - Maximum score reduction for team is -3 strokes (using best score from one team player).
 - -3 strokes for a shot within a 10 ft radius of the target
 - -2 strokes within 20 ft radius of target.
 - -1 strokes within 30 ft radius of target.

• BEER GOGGLE PUTTING CONTEST:

- Just like it sounds. You will be wearing a pair of designer "Beer Goggles"
- Putting a target hole on the putting green in the distance with a par 3 designated for all players.
- Scoring:
 - -2 strokes for a hole out.
 - -1 strokes for a birdie.
 - -0 nothing/no penalty for par or worse.



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GOLF CHALLENGES

• CHIPPING CONTEST:

- Players will be chipping from a designated area off the chipping green.
- Make a bullseye on the green and award the team by having points subtracted from their total score.
- Scoring:
 - Maximum score reduction for team is -3 strokes (using best score from one team player).
 - A hole out is -3 strokes.
 - Chipping inside the first ring nearest the hole is -2 strokes.
 - Chipping inside the second ring is -1.

- **PLEASE NOTE: THE RULES OF THE GOATLEY RULES TOURNAMENT ARE SUBJECT TO MINOR CHANGES TO ENSURE THE TOURNAMENT IS THE MOST CHALLENGING & EXCITING GAME OF GOLF YOU HAVE PLAYED THIS YEAR!**

