

# 2024 RRMGC 4 PLAYER DEVIL BALL w SCRAMBLE Info (gold tee option)

River Ridge GC- VINEYARD  
18 holes- Gross/Net stroke play  
SUNDAY Oct 27th 2024

**Entry Deadline- Sunday Oct 20th**

**TO SIGN UP- PLEASE REPLY VIA EMAIL TO TOURNAMENT DIRECTOR**  
[RRMGC.Sunday@gmail.com](mailto:RRMGC.Sunday@gmail.com)) OR USE LINK ON WEBSITE

**Tournament Directors- BRANDON NABER/ Steve Naber/ David Bolo (please direct all inquiries to the TDs)**

**Tournament Entry Fee- \$70 – Entry fee due day of tournament at the time of check-in.**  
**(Additional \$20 per player for closes/skins- envelopes available in clubhouse foyer/lobby)**

## **FORMAT:**

- This is a 4-man Team event with players being assigned ABCD status based on individual handicaps (low is A and high is D).
- The Team handicap will be determined by taking a % of all players full handicaps. (example- CH's of 4-6-8-10 = 28 @ .33% = Team CH 9.2)
- ***On their respective hole, the rotational single player will receive any strokes based on their HC and the hole played.***
- The Team CH will be applied to the appropriate holes and will be used to compute the net score for the combined Devil Ball and Scramble aggregate score.
- The Devil Ball will start with the A player on hole 1 and rotate with the other players on subsequent holes ( A-1; B-2; C-3; D-4). This will repeat for the entire round. The 3 non-Devil Ball players will play the normal Scramble format. The Devil Ball gross score will be added to the scramble score and recorded as the team score. We plan to have a custom scorecard with designated Devil Ball holes/players and place to record scores.
- Based on number of Teams entered we will create Flights based on Team handicaps.
- **As in all RRMGC tournaments, there will be gross and net winners in each flight**
- **Flights and starting times will be announced Thursday prior to Tournament**
- **In case of a tie, RRMGC will use the USGA Card Off Methodology: Last nine holes, last six, last three and finally the 18th hole**
- **All local River Ridge rules will be in effect**