

# *Player Handbook*

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Redding Pro Am  
PRESENTED BY



*Event Guide*  
*& Rules of Play*

**Event Fees:**

RGCC Member \$295  
Non-RGCC \$345  
Amateur/Senior Low Gross \$35

PGA Professional \$325  
Senior PGA Professional \$275  
Non-PGA Professional add \$150

## REDDING PRO AM SCHEDULE OF EVENTS

### FRIDAY:

#### **10:00 AM – 5:00 PM**, Player check-in.

Practice rounds, green fees included , carts are additional.

Please arrange your practice round tee time with Riverview's Pro Shop by calling (530) 224-2250.

Tickets available for the helicopter ball drop, win \$5000 cash.

#### **2:00 PM – 7:00 PM**

Parimutuel table available.

#### **3:00 PM**

Horse Races; Pro and low Am 2 man team, plus 3 Am's, 3 man team, entry of \$25 per player.

#### **6:00PM – 7:30PM**

44th Anniversary Players Welcome Reception and Pro Team Silent Auction. See old friends, and meet new ones, all players and their guests are encouraged to attend, heavy Hors D'oeuvres and no host bar (\$20 charge for players guests).

### SATURDAY:

#### **7:00 AM** Player Check-in

Parimutuel table is available

#### **6:00 AM – 11:00 AM**

Breakfast available in the Riverview Clubhouse lounge (meal tickets are valid Saturday and Sunday for breakfast or lunch)

#### **7:00 AM**

Round one play begins, format, one gross and two net best balls of the fivesome

Putting Contest Qualifying prior to tee time

#### **11:00 AM – 3:00 PM**

Lunch available in the Riverview Clubhouse (meal tickets are valid)

#### **6:30-8:30 PM**

Tri tip and chicken BBQ in the Clubhouse, all players and guests welcome (\$20 charge for player's guests)

## **REDDING PRO AM SCHEDULE OF EVENTS SATURDAY Cont.**

### **6:30 PM**

Putting contest finals, Winner receives \$500

### **7:00 PM**

Helicopter ball drop

## **SUNDAY:**

### **6:00 AM – 11:00 AM**

Breakfast available in the Riverview Clubhouse lounge (meal tickets valid for breakfast or lunch)

### **7:00 AM**

Round two play begins, two net best balls of the fivesome

### **11:00 AM until 3:00 PM**

Lunch available in the Riverview Clubhouse (meal tickets are valid)

### **5:30 PM**

Scoring Reception, light Hors D'oeuvres upstairs in the River Room.

## **MONDAY**

### **7:00 AM**

Player's breakfast available for Players, in Riverview's Clubhouse.

### **8:30 AM**

Play begins for final round.

### **8:00 AM**

Riverview's Snack bar opens

### **10:00 AM**

BBQ at Snack bar opens

### **11:00 AM**

No host bar opens in Riverview's Clubhouse

## **SKINS GAME RULES**

The Pro Am Skins game consists of three divisions; Professional, Amateur Gross, and Amateur Net. Time

Entry fee is \$40 per player per division. Professionals may only enter the Professional division. Amateurs may enter Gross, Net or both. If an Amateur enters both Gross and net divisions, his entry fee is \$80. Half of the entry is for Saturday Skins and half of the entry is for Sunday Skins.

To win a Skin, a player must score the single lowest score on a particular hole, for the day's competition, among all Skins participants entered in a division.

There are no "carry over" Skins. If one player wins a Skin on the first hole, and another player wins a Skin on the eighteenth hole, the two will split the pot evenly, having been awarded one Skin each.

Pay outs will be made after each days play.

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## **Redding Pro Am Horse Race Rules-Low Handicap Division**

Sign up at registration, \$25 per player

Competition starts at 3:00 Friday on number one tee

1. Two man teams: One Pro and one Amateur, or two Amateurs, both players must be from the same Pro Am team. Both players must be paid-in-full Redding pro Am competitors.
2. Scoring: gross score only, no handicaps.
3. Format: Alternate shot, carrying over from green to tee. If player A putts out, Player B tees off. Note, if player hits out of bounds, the same player continues to hit from the same location until he hits a ball in bounds, incurring stroke and distance penalty for each OB. If the wrong player hits after an OB, the team is disqualified from the competition.
4. General description of play: all teams will play each hole together. On the first tee the order will be Team One, Team Two, etc. in order. Fairway shots will be played by furthest from the hole. Once all balls are on the green the order will be closest to hole putts first. Approximately 20 percent of the field will be eliminated on each hole, determined by which teams have the highest score on a given hole. If there are ties, a chip off will ensue. The team(s) closest to the hole on the chip off will go on to the next hole, others will be eliminated. Note: A chip does not have to settle on the green to be determined "closest".
5. This is a five hole event.
6. All decisions of the event Director are final.

## **Redding Pro Am**

### **Horse Race Rules- Handicap Division**

Sign up at registration, \$25 per player

Competition start at 3:00 pm Friday on number four tee

1. Three-man teams: Amateurs only, and must be from the same Pro Am team. All players must be paid in-in-full Redding Pro Am competitors.
2. Scoring: Gross score only, no handicaps.
3. Format: Alternate shot, carrying over from green to tee. If player A putts out, Player B tees off. Note, if a player hits out of bounds, the same player continues to hit from the same location until he hits a ball in bounds, incurring stroke and distance penalty for each OB. If the wrong player hits after an OB, the team is disqualified from the competition.
4. General description of play: all teams will play each hole together. On the first tee the order will be Team One, Team Two, etc. in order. Fairway shots will be played by furthest from the hole. Once all balls are on the green order will be closest to hole putts first. Approximately 20 percent of the field will be eliminated on each hole, determined by which teams have the highest score on a given hole. If there are ties, a chip off will ensue. The team(s) closest to the hole on the chip off will go on to the next hole, others will be eliminated. Note: A chip does not have to settle on the green to be determined "closest".
5. This is a five hole event.
6. All decisions of the event Director are final.

## **SILENT AUCTION RULES**

Starting bid for each Team is \$125

Minimum bid increase of \$50

**First.** Place the amount money you are bidding on the bid sheet.

**Second.** Write your name next to your bid.

As the evening progresses, check your bid to see if it is still the highest.

If someone outbids you, you are able to write down a higher bid and write your name next to your new bid.

**Auction will be stopped at 7:30** and all bid sheets will be picked up. If more than one person is bidding on a Team at 7:30 that Team will be kept in the Auction until no bids are placed for two minutes.

**All other teams will be picked up at 7:30 sharp**

**All winning bidders must pay for their team before 7:45 or the next highest bidder will be the winner of that team**

REDDING PRO AM  
\$500 PUTTING CONTEST  
SPONSORED BY VINTAGE CAPITAL ADVISORS

All Amateur players may compete in the Putting Contest, entry is included in your Pro Am entry fee.

Prior to your tee time on Saturday each player will have the opportunity to attempt a qualifying putt, each player who makes that putt will advance to the finals.

The finals will be held on the putting green Saturday evening at 6:30.

The final putt will be approximately 50 feet, the player closest to the hole will win \$500.

In the case of a tie, there will be a playoff until the winner is determined.



## **PACE OF PLAY POLICY**

The Redding Pro-Am Committee is committed to this pace of play for your enjoyment. We have increased our tee time intervals from years past. This should help with the slow play on holes #1, #2, #3 and #10. The rest is up to where it belongs...with YOU the player. If you are the first group in the field off of #1 you must play your first nine holes in 2:24 (16 minutes per hole average). If you are in a following group, keep up with the group in front of you and you will not have a pace of play issue.

### **MARSHAL ON COURSE**

We will have a marshal present on the course who you can check your pace of play with. You are expected to play your round in 4:48 (16 minutes per hole average). There is timing for each hole on your score card. It is your responsibility to keep the pace even if no warning is given.

### **OUT OF POSITION**

You are considered out of position if you are more than 15 minutes behind the group ahead AND behind your allotted time for each nine holes. (the hole is considered complete when the flagstick goes into the hole). If you end the 9th hole more than 15 minutes behind the group ahead AND behind your allotted time, the team will be given a one stroke penalty. The penalty is for the team score only, not the professional or low amateur score. You may APPEAL the penalty in the scoring area before you surrender your scorecard.

### **APPEAL PROCESS**

Pace of Play penalties may be appealed to the Committee in charge of the event but must be made before the scorecard is signed and returned.

### **HELPFUL HINTS**

Be ready (club, ball and tee in hand) when the first player is announced to tee off. Anyone in the group that arrives late to their tee time, will not be allowed to play the first hole.

Amateurs, pick up when you are out of the hole, unless you are in the low gross or seniors division.

If you can not reach the group ahead with your shot, go ahead and hit.

If you have a lost ball, everyone else should hit their shot first and then help look for the lost ball. You have 5 minutes to find your ball.

If your group is behind the required pace with the group ahead, after you have puttied out or picked up, go to the next tee and hit your next shot.

The marshals and officials on the course are there to help and assist you in every way they can to make this an enjoyable event.

THANK YOU IN ADVANCE FOR YOUR HELP

# RULES

**RULES SHALL GOVERN PLAY** (Except as modified)

## TYPE OF PLAY:

**SATURDAY FORMAT – 1 Gross / 2 Net Best Balls for Team, 3 ball total (Best scenario)**

**SUNDAY FORMAT – 2 Net Best Balls of team - Team Professionals will play at their handicap (minimum 0 maximum 5 strokes)**

**Amateurs will play at 80% of their June index (not to exceed 18 strokes)**

**Individual play for the professionals and low gross amateurs shall be played without handicaps.**

The Professional in each group is directly responsible for the accuracy of the scorecard. **TURN IN THE OFFICIAL SIGNED SCORECARD ONLY. ONLY ONE SCORECARD FOR EACH TEAM. LOW GROSS AMATEURS SHOULD ALSO SIGN THE CARD.**

NOTE: Check Saturdays card very closely. (1 gross/2 net/Best scenario) The handicap computer cannot calculate the Saturday format. The handicap computer will calculate your Sunday card - 2 best ball score for your team. **DO NOT POST YOUR SCORES!**

**1.** When in doubt about any rule, invoke Rule 3-3, which allows the player to play a second ball. The player **Must** state his intentions to his marker before taking any action. The player **Must** declare which ball he prefers to score with. The player **Must** notify the Tournament Committee if he plays a second ball. The Tournament Committee will handle all rules decisions before you turn in your official card.

**2.** Embedded ball rule is in effect. i.e. “through the green, a ball which by force of impact remains embedded in its own pit mark may be lifted without penalty, cleaned and dropped as near as possible where it lay and not come to rest nearer the hole; except in hazards.”

**3.** Amateurs **Must** pick up when their ball is out of the hole, unless competing in low gross amateur competition. (Professional’s responsibility to make sure they do.)

**4.** Teams should keep pace with the group ahead. You are considered out of position if you are more than 15 minutes behind the group in front of you **AND** behind the time on your score card. It is the Professionals responsibility to make sure they do. Marshals have the authority to assess penalties for slow play. The assessment will be one stroke from your team total score for each 9 hole (front and/or back) that you are behind. No penalty for the professional or low gross amateur individual score (SEE ATTACHED PACE OF PLAY POLICY).

**5. SOFT SPIKES ARE MANDATORY!!**

**6.** Free drop from all lined areas (ground under repair). Nearest point of relief. Drop within one club length of nearest point of relief, no nearer the hole.

**7. Please do not replace divots. Use the sand provided.** No spikes upstairs.

**8.** When your round is over, **DO NOT GO TO THE SHACK.** We need the carts at the top of the hill for the other players. We will shuttle you down for food service at the shack.

THANK YOU IN ADVANCE!! THE TOURNAMENT COMMITTEE

U.S.G.A.

## **REDDING PRO AM**

### **U.S.G.A. RULE 24-2 IMMOVABLE OBSTRUCTION**

(ELECTRICAL FANS BEHIND GREENS 1-18)

Interference by an immovable obstruction occurs when a ball lies in or on the obstruction, or when the obstruction interferes with the player's stance or the area of his/her intended swing. The player MAY lift the ball and drop it without penalty within one-club length and not nearer the hole than the nearest point of relief.

Local rule approved by the pro-am committee as follows. If electrical fan behind green is between player's ball and line of sight/flight to flagstick. Player MAY lift the ball to nearest point of relief without penalty within one-club length and drop it not nearer the hole than the nearest point of relief.

# Redding Pro Am

PRESENTED BY



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Dan Berg - Chairman  
Redding Pro Am