



# Coakley-Russo Cup

## Saturday, September 28, 2024

7:30AM Check-In; 8:00AM Shotgun Start

Rain Date: October 5, 2024

**Must Register as a 2-Person Team\***

**\$40/member & \$55/guest**

*It is recommended that all participants have a GHIN Handicap Index.*

Each 2-Person Team will be assigned to Team Coakley or Team Russo and will receive a hat with their team's name.

This is an 18-hole tournament played in two 9-hole matches, first scramble, second best ball. Lunch will follow.

**See Page 2 for full tournament rules.**

Registration will close September 22<sup>nd</sup> or when sold out.

*\*If you or your partner are unable to play on the tournament date and/or rain date, you must find a substitute player or you will forfeit your team's registration.*

*To register a team for a golf tournament, you must be an active member of the Golf Course. No refunds once paid. If a tournament is cancelled, you will be credited or receive a full refund.*

Online Registration with Credit Card: To register online, [click here](#). You will be asked for the name of the additional team member when adding the tournament to your shopping cart and member and guest fees will automatically be calculated.

In-Person/Mail-In Registration with Cash or Check: Complete the form below and return with check made payable to "Bernards Township" to the Golf Course or the Recreation Department located at 1 Collyer Lane, Basking Ridge, NJ 07920.

---

### 2024 COAKLEY-RUSSO CUP TOURNAMENT REGISTRATION FORM

**\$40/member & \$55/guest**

#### Member Information:

Last name: \_\_\_\_\_ First name: \_\_\_\_\_

Address: \_\_\_\_\_ Phone: \_\_\_\_\_

E-Mail: \_\_\_\_\_ Member Handicap: \_\_\_\_\_

**2<sup>ND</sup> Team Member:** Circle One: Member or Guest

Name: \_\_\_\_\_ 2<sup>nd</sup> Team Member Handicap: \_\_\_\_\_

Please list any dietary restrictions for your team: \_\_\_\_\_

## COAKLEY RUSSO CUP

### PLEASE CHECK IN at 7:30am for an 8:00am SHOTGUN START

If you or your partner are unable to play on the tournament date and/or rain date, you must find a substitute player or you will forfeit your team's registration.

#### TOURNAMENT RULES

- GROUPINGS - Each pair is assigned to Team Coakley or Team Russo. One pair from each team will create a foursome. You are playing against the other two players in your foursome. Foursomes will be reassigned after the first 9-holes.
- SCORING - At the end of each hole, each team receives either 1 point/win, 0 points/lose, or ½ a point each/tie. The team with the most points at the end of the match wins. Results of each foursome match then determines points earned for Team Coakley or Russo (1, 0 or ½).
  - Once a team reaches 5 points during 9-holes, the match is essentially over. You may choose to play out the remaining holes or return to the starter building.
- OUT OF BOUNDS – If ball is hit over the fence on Valley Road, place ball within two club lengths of where it crossed the fence (no closer to hole) and add a 1 stroke penalty.
  - Example: Second shot on HOLE 1 is over fence onto valley road, place ball where it cleared the fence, take two club length relief from fence. YOUR SCORE = second shot over fence, third shot is penalty stroke, hitting fourth shot.
- LOST BALLS - Drop at closest point of where ball was lost, within two club lengths, and add a 1 stroke penalty.
  - Example: Drive on HOLE 2 goes into the fescue on the left, place ball where you think it went in, take two club relief from the hazard. YOUR SCORE = drive lost, second shot is penalty stroke, hitting third shot.
- NO GIVE ME PUTTS - Each player must hole the ball to arrive at their best score.
- No longest drive or closet to the pin contest.
- As always: Play quickly and have fun! PLEASE KEEP UP with the foursome in front of you.

#### FIRST NINE HOLES = SCRAMBLE FORMAT

- Both teammates hit every shot, but you choose the shot you think is best and both play on from there until the ball is in the hole. There is only one score for each hole.
- Drop ball within 1 to 2 feet. No closer to hole and do not improve lie.
  - If in rough must stay in rough; if off green must stay off green; etc.
- If up against the fence, free drop to clear the fence, no closer to hole.
- If best shot is lost ball or both shots are lost ball or OB, follow rules above.

**After the first nine, ALL GROUPS MUST RETURN TO THE STARTER BUILDING to regroup for the second nine. Light refreshments will be available while groups are waiting.**

#### SECOND NINE HOLES = BEST BALL FORMAT

- Both teammates play their own ball all the way through the hole. The team score is the best of the two scores on each hole.
- Winter rules in fairway ONLY.
- When finished, report back to the starter building for second grouping assignments.

#### IN THE EVENT TEAM SCORES TIE AFTER 18 HOLES

- Captains Choice as to which two players will play in playoff.
- Playoff is ALTERNATE SHOT FORMAT, and Captains Choice who drives.
- One hole playoff, on the 6th hole.
- If still tied, proceed to a Chip off on #6. Both players hit for each team. Closest to the hole is winner, no ties for chip off. The chip will be from the left front of the 6<sup>th</sup> green, at the bottom of the left mound approximately 10-15 yards from green's front edge.

**ENJOY and PLEASE KEEP PACE WITH GROUP IN FRONT OF YOU!**