

Victory Tour

Welcome to the Victory Tour where the average weekend warrior can compete for weekly tournaments, 4 Majors, cash pots, and even points earned throughout the season to have an opportunity to play for the end of the year Victory Tour Cup (VTC). The purpose of this Tour is to have a competitive golf league that can be enjoyed by everyone of different skill levels. Although awards are provided, the main goal is to have fun and respect the game. Please do your best to make the Tour enjoyable for everyone and treat your opponents and the course with respect. The way it is ran is a normal event will run from Monday – Sundays when you can get your round in. Majors are played Saturday and Sunday. All must be with at least one other Tour member to be valid.

Setting up groups: Currently we have a Victory Tour Members Only where peeps will post their time, group, and how many open spots. Or if you need a certain time you'll post there or let myself know your availability for the week.

Players whose conduct is ill-mannered and unsportsmanlike will not be tolerated. This includes loud swearing (we all swear but you know when it is taken too far), “excessive” club throwing, and similar unsportsmanlike behavior. This is disrespectful to your opponents and to the Tour as a whole. Complaints received will result in a warning to the offending player. Further complaints will result in the player being banned from the Tour. I get that golf is frustrating and we all get in our head, just keep it under control and don't let that carry a whole round where no one wants to play with you.

Board Members

The responsibility of these individuals is to be honest and fair when deciding on an issue presented by a Tour member. This can include challenging a rule, new location for an event, scoring, presenting trophies, updating VTC standings and more. The reason for a board is to not give one individual power over the Tour. It

is to have checks and balances. Any member has the opportunity to dispute a score, points, or provide a suggestion that the board can vote on. At least one board member will be present at a tournament to provide handicaps, net scores, and present the winner with the trophy. Our board consist of:

Trevin Taylor - Prez/Founder

Drake Ruth - Board Member

James Ginal - Board Member

Ben Allen - Board Member

Jordan Sanford - Board Member

Handicaps (USGA Handicap System)

$(\text{Gross Score} - \text{Course Rating}) \times 113 / \text{Slope Rating} = \text{Handicap Differential}$

A handicap is to allow a variety of skilled golfers a level playing field to compete. Simply put, it gives you a number of strokes per round it should take you to par based on the course difficulty and your skill level.

Playing Handicap:

Your handicap will be based off your current handicap using a GHIN, or any apps that track your score.

Tour rounds **MUST** be played with a current Tour member for your round to be valid.

Eligibility To Win:

New members with a GHIN or app (ex. The Grint, 18Birdies, etc) that tracks your handicap and shows your most recent 10 rounds will be eligible to win an event from the jump for their first 6 Tour events **-3 strokes**. Once your 6th round on Tour is complete, the -3 strokes will fall off.

If a new player does not have a GHIN or use an app that tracks their handicap or rounds, the player won't be eligible to win until play 3 Tour events before they are

eligible to win and a 3-stroke adjustment on their next 3 Tour rounds. Meaning you will not be in the standings or eligible to place in an event until your 4th Tour event. This allows for a more accurate Playing Handicap to be made for that member. This also gives integrity to the Tour.

Each course has a slope rating for difficulty of the course for each set of tees. Taking the average someone shoots over par would not work since every course has a different difficulty.

Below are how handicaps will be calculated per rounds entered on Tour.

The Maximum handicap on the Victory Tour is 28.

You do not have to have a 28.0 handicap or better. People who are new to golf or above a 28.0 handicap are encouraged to play just keep pace of play.

Max per hole is Double Par + 2. Keep pace of play but finish the hole out.

We have found that there isn't a formula to make everyone happy when it comes to handicaps. Low will complain about a high winning and vice versa. We do believe that a player should win when playing their best. So below is how the Tour will use handicaps.

We will take your average 4 low differentials from your last 10 recorded rounds through whatever app you use. We then take 90% of your Course Handicap to give you your Playing Handicap. If you don't have 10 rounds recorded, then we will do the below.

Recorded Rounds

Last 4	Lowest Differential	- 3 stroke adjustment
Last 6	Average of 2 Lowest Differential	-2 stroke adjustment
Last 8	Average of 3 Lowest Differential	-1 stroke adjustment
Last 10	Average of Lowest 4	No stroke adjustment

*You can see how the remaining rounds will be calculated in the table below.

Qualifying For Majors:

You must have played in 6 Tour events including ONE major before you are live to win a Major. You will be able to still get points in a Major at best 6th place as the top 5 places are paid out. This helps keep loyalty to stay on Tour and not have someone play a few rounds, win a Major and dip out for the year. There are 4 Majors a year: Victory Tour Masters, The Midwest Open, North Omaha Jamboree, There Are No Actual Bent Trees Here Championship.

Qualifying for the Victory Tour Cup Playoffs:

The top 24 on Tour in points, after the There Are No Actual Bent Trees Here Championship, will qualify to play in the season long Victory Tour Cup. In the event someone cannot participate in the Playoffs then the next position will be invited. The points count for quadruple a normal events points of 500. After the Playoffs the points will be recalculated and the top 12 in Standings will go play for the Victory Tour Cup in a 2 round Final. Based on the final VTC standings in points, the below format will indicate how you start in the event. The higher you are in point's standings the better score you start with in the Tour Cup. Pairings for the Victory Tour Cup will be where you are in points for the season. Ex. 1st and 2nd will ride together and tee off in the last group alongside the 3rd and 4th pairing.

Victory Tour Cup Format:

Points Standings	Par
1 st	-6
2 nd	-3
3 rd	-2
4 th	-1
5 th	E
6th	E
7th	E
8th	E
9th	E
10th	E
11th	E
12th	E

Victory Tour Cup point distribution: Victory Tour Season

Position	VTC Events	Major Events (The Victory Tour Masters, The Midwest Open, North Omaha Jamboree, There Are No Actual Bent Trees Here Championship)
1	500	750
2	300	500
3	190	350
4	135	325
5	110	300
6	100	270
7	90	250
8	85	225
9	80	200
10	75	175
11	70	155
12	65	135
13	60	115
14	57	105
15	55	95
16	53	85

For remaining points for places after 16 please refer to [List of point distributions of the FedEx Cup - Wikipedia](#)

If there is a tie in points at the end of the year, the tie-breaker will go to who placed higher in the last/current event.

I will update a weekly leader posted in the group showing year-long standings

Tour Fees: An annual \$60 a member is due before you can be a Tour member and be included in awards, points, and trophies. This fee goes towards trophies, a green Masters jacket, and Payouts. A player will not qualify for points, trophies, or awards until their Tour fees are paid.

Any non-member that wishes to play in any of the Tour events is allowed. The non-member will not be included in any of the Tour's competitions or awards. (VTC Standings, trophies, awards, etc.).

*You will need to pay your own green fees each time out. If there is a better deal at a course or we know we have a large group ahead of time, then I will try for a group rate. If anyone knows a Groupon or discount at a course, then that will always be an option.

Major Event Entry Fee

To go along with a nice trophy and presentation, there is a mandatory \$5 entry fee for each member that plays in a Major. This will be a pot that is paid out to the top place finishers. More places will be paid out depending on the number of entrants.

Tie Breakers

If there is a tie in any event, the tie will go to the player who played the best in the last 9 holes with their handicap. If that is a tie, it will go to last 6 holes, then 3, then the last hole.

Tie Breaker in a Major will go to a playoff hole if feasible, otherwise will go to the normal tie break method above.

Weather Issues: A tournament round will be called successful as long as 50% of the registered field has completed their 18-hole rounds. Meaning if weather causes an issue for someone not able to play, then it will count as a missed event with no points awarded to the player.

Play (USGA Rules)

Men will tee off from the white tees. Women will tee off from the red. Anyone older than 70 years old will tee off from the senior tees that are in front of the white tees.

Out of Bounds Penalty

Each course has a white line or stake or someone's backyard to state OB. If the group agrees as well it is OB then there are 2 options.

1. Hit a provisional off the tee or where your previous shot was hit from.
2. Where the ball is out at, you can take a 2-stroke penalty and advance your ball to the place your ball was lost or went OB, and can drop anywhere from the point of entry to 2 club lengths into the fairway from OB to the fairway.

Ball known to be found in fairway not found.

- We understand we don't have ball trackers or spectators in these situations. We decided to meet halfway on this and allow a ONE stroke penalty to be assessed and the ball be placed within 2 club lengths into the fairway as long as a group consensus.
- This does not apply to balls lost or not found in the rough. See below for the LOST BALL PENALTY Ruling.

Lost Ball Penalty

Treat a lost ball as Out of Bounds. If you cannot find it then you either go back to previous spot and take a one stroke penalty, or you advance it to the lost area and take a 2 stroke penalty.

***Please come to an agreement with your playing opponents as to the appropriate drop point for a lost ball.

The point of the TWO Stroke penalty for Out of Bounds and Lost Balls is to keep pace of play. Hit a provisional if you think you may be out or can't find it. If your ball is on the line of OB you are good, but past you need to pick it up and follow the above next step options.

Unplayable Lies

For unplayable lies, the USGA rule is followed. There are three choices:

1. The player replays his or her shot from the point at which the previous shot was taken.
2. When you decide that your ball is unplayable, you have three relief options, all for one penalty stroke. Your first option is to go back to the spot of your previous stroke and play again (stroke and distance relief). Your second option is to go back as far as you'd like and drop on the line from the hole through the spot where the ball lies (back-on-the-line relief). Your third option is to drop anywhere within two club-lengths of where your ball lies, no closer to the hole (lateral relief).

If your ball lies in a bunker, you must remain inside the bunker under options two and three. You also have a fourth option for an extra penalty stroke (two

penalty strokes total) which allows you to go back on the line and drop your ball outside the bunker.

*There is a one-stroke penalty, regardless of choice.

**If your ball lands in a divot you are allowed to lift and place outside of the divot no nearer the hole. There is no penalty.

***If your ball is embedded in the fairway, you are allowed to pull, clean, and place it as close to the area it was pulled. There is no penalty.

Water Hazards

A non-lateral water hazard is defined by white or yellow stakes. There are two USGA options for a ball in a water hazard.

1. The player replays his or her shot from the point at which the previous shot was taken. There is a penalty of one stroke.
2. A ball is dropped anywhere along the line connecting the spot where the ball last entered the hazard and the hole. The drop may not be closer to the hole and there is a penalty of one stroke.

Ground Under Repair

Relief is provided for a ball or stance in an area marked as "ground under repair", or if you and your opponents agree that an area is under repair. The ball should be dropped at the nearest point, no closer to the hole, where the "ground under repair" area no longer affects stance or shot.

*Do not hit off cart path. Move the ball no nearer the hole. No penalty assessed.

A player's position may not be improved (i.e., a ball in the rough must be dropped in the rough, a ball in a waste area must be dropped in the waste area, etc.)

Casual Water

Casual water is defined as a temporary accumulation of water that is not part of a water hazard. Casual water must be visible, before or after a player takes his or her normal stance.

The relief from casual water is to drop at the nearest point, no closer to the hole, where casual water is no longer present. Again, a player's position may not be improved.

Slow Play

When more than one hole is open ahead, please allow faster groups to play through. We haven't had any issues, but stress to our members to play ready golf if beginning to get behind. No one likes 5-hour rounds.

Putting with flag stick in

Players will not be required to putt with the flagstick in the hole; rather, they will continue to have the choice to have it removed (which includes having someone attend the flagstick and remove it after the ball is played).

No penalty for accidentally hitting a player's ball on the green.

No penalty on practice swing hits.

Penalty drops will be played from knee high.

Please repair all ball marks on the greens.

Lost Ball Search

- 3-minute max search for a lost ball.
- If you believe you lost a ball hit a provisional and play your provisional after your search. You have the option to hit a provisional based on the situation.

As long as you and your competitors agree on penalties (drop locations) and strokes, please keep pace of play along.

Any other questions regarding rules may be directed to a board member.

