

Lighthouse Magic Tee Scramble

Fundraising Tournament Rules

A two-person scramble benefiting The Lighthouse for Humanity Foundation. Partners select their best shot and work together toward the lowest 18-hole team score. Purchased Magic Tees add a strategic option before reaching the putting green.

1. Teams and shotgun start. The field consists of 36 two-person teams, totaling 72 golfers. Two teams form a foursome at each of the 18 holes. All groups start when the shotgun, cannon, or horn sounds, then play the course in sequence until they have completed all 18 holes.

2. Magic Tee purchases. Official Magic Tees cost \$5.00 each. Twenty per team is recommended, costing \$100.00. Teams may purchase any quantity, including none, but all purchases must be completed before the starting signal. No purchases, transfers between teams, or replenishment are permitted after play begins. Unused tees have no effect on the score and are not refunded.

3. Opening tee shots. Both partners hit from their assigned teeing area on every hole. Ordinary tees may be used for these opening strokes without consuming a Magic Tee. The team selects one shot for its next position.

4. Three tee marking method. Before lifting the selected ball, mark its exact resting position with tee #1. Lay a club across the direction of play, with its midpoint at tee #1. Place tee #2 at the left end and tee #3 at the right end, then remove the club. Use the same measuring club for the team throughout the round, excluding a putter. The line is one club long in total, extending half a club length to each side of tee #1.

5. Ordinary ball placement. Place the ball on the ground immediately behind the imaginary line between tees #2 and #3, no nearer the hole than the original selected position. Keep the same type of lie: fairway stays fairway, rough stays rough, and a bunker shot stays in the same bunker. The first player always uses ordinary placement. The second player does the same unless electing to use a Magic Tee.

6. The Magic Tee option. After the first partner plays, the second partner may replace marker tee #1 with one official purchased Magic Tee and tee up a ball at the exact selected position. This may be done for any subsequent shot off the putting green, including a bunker shot. Only the second partner may use a Magic Tee for that pair of attempts. Partners may choose their playing order anew at every selected position.

Tournament Scoring and Prizes

7. One tee for one attempt. A Magic Tee is consumed when a stroke is made, including an attempt that misses the ball or a shot the team does not select. Remove it from play immediately and keep it separately. A broken tee still counts as used. Ordinary marker tees are reusable and do not confer the Magic Tee privilege. Remove markers that could interfere with a stroke while preserving the selected position.

8. Continue the scramble. After both attempts, select the preferred ball position and repeat the marking and placement procedure. Each pair of attempts counts as one team stroke, plus any applicable penalties. Magic Tees provide permission to tee up the ball; they do not erase strokes or provide relief from a penalty area, an unplayable position, or out of bounds.

9. Putting green. Once the selected position is on the putting green, use a ball marker instead of the three tees. Each partner places a ball within six inches of that position, no nearer the hole and remaining on the green. Magic Tees are not permitted. If the first player misses, the second still putts from the original marked position. The hole ends as soon as either partner holes a ball. All putts must be holed; there are no conceded putts.

10. Scores and verification. Record one gross team score per hole. The lowest 18-hole total wins. The other team in the foursome verifies scores and Magic Tee usage. Both teams sign the completed scorecards before submission. There is no automatic maximum score per hole unless announced before play.

11. Course instructions and ties. Before the starting signal, the coordinator announces assigned teeing areas, any minimum selected drives per player, course relief and penalty procedures, permitted tee height, and the tie procedure. A minimum drive requirement is an event choice, not automatic. Course safety instructions apply throughout. Refer disputes to the coordinator before submitting the scorecard.

Foundation Contribution and Prize Pool

The golf course donates 50 percent of collected green fees to The Lighthouse for Humanity Foundation. All Magic Tee purchase receipts fund the prize pool. These are separate amounts; Magic Tee receipts are not additional Foundation proceeds.

If every team purchases 20 Magic Tees at \$5.00 each, 720 tees generate a \$3,600 prize pool. The proposed distribution is \$1,800 to the first-place team, \$1,100 to second, and \$700 to third. Each team splits its prize equally between its two players.

If the actual pool differs from \$3,600, distribute it in the same proportions: 50 percent to first, 11/36 to second, and 7/36 to third. Round second and third prizes to the nearest cent and assign any rounding balance to first. Announce the final purse before the start. The coordinator must confirm cash-prize eligibility with the host golf professional before registration opens.