

Lighthouse Magic Tee Scramble

Weekend Golfer Rules

Four golfers. Two teams. Twenty Magic Tees per team. One shared kitty. Enjoy a friendly head-to-head scramble that brings attention to The Lighthouse for Humanity Foundation.

1. Set up the game. Form two teams of two players. Before the first tee shot, agree on the price per Magic Tee. Each team purchases exactly 20 identifiable Magic Tees at that price. All 40 tee purchases form the kitty. For example, at \$5.00 per tee, each team contributes \$100.00 and the kitty totals \$200.00. No further purchases, transfers between teams, or replenishment are allowed once play begins.

2. Agree before starting. Agree on teeing areas, the measuring club, permitted tee height, course relief and penalty procedures, and any minimum selected drives per player. Use gross scores unless all four golfers agree beforehand to a handicap arrangement. The default game is an 18-hole contest decided by total team strokes, rather than by the number of holes won.

3. Opening tee shots. Both players on each team tee off on every hole. Ordinary tees may be used for these opening strokes without consuming a Magic Tee. Each team selects its preferred shot independently.

4. Mark the selected position. Before lifting the selected ball, mark its exact resting position with tee #1. Lay the measuring 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 throughout the round, excluding a putter. The line is one club long in total, with half a club length on either side of tee #1.

5. First partner plays from the ground. The first partner places a ball on the ground immediately behind the line between tees #2 and #3, no nearer the hole than the selected position. Keep the same type of lie: fairway, rough, or the same bunker. No Magic Tee may be used by the first player.

6. Second partner chooses. The second partner may play from the ground under the same placement rule or replace marker tee #1 with a purchased Magic Tee and tee up a ball at the exact selected position. The Magic Tee option applies to subsequent shots off the putting green, including bunker shots. Only one partner may use a Magic Tee for each pair of attempts. Partners may change their playing order at each selected position.

Weekend Scoring and the Kitty

7. Use once and retire. A Magic Tee is used up when a stroke is made, including an attempt that misses the ball or a shot not selected by the team. Remove it immediately and keep it separately. Broken tees count as used. Ordinary marker tees may be reused. Remove markers that could interfere with a stroke while preserving the selected position. Once a team exhausts its 20 Magic Tees, both partners use ordinary placement for the remaining shots.

8. Select and repeat. After both partners play, select the preferred result and repeat the procedure until reaching the putting green. Each pair of attempts counts as one team stroke, plus applicable penalties. A Magic Tee does not erase a stroke or provide relief from an unplayable position, a penalty area, or out of bounds.

9. Putting. Mark the selected position with a ball marker. Both partners putt from within six inches of the mark, no nearer the hole and remaining on the green. No Magic Tees are permitted. If the first partner misses, the second still putts from the original marked position. The hole ends when either partner holes a ball. Hole every putt; there are no concessions.

10. Winning. Record one team score per hole. The team with the lowest total after 18 holes wins the entire kitty. The two winning partners split it equally. At \$5.00 per tee, the \$200.00 kitty pays \$100.00 to each winning player. Unused Magic Tees do not reduce a team score or entitle a team to a refund.

11. A tied round. If the final scores are tied, split the kitty equally between the two teams, with each team dividing its share equally between partners. The golfers may instead agree before the round on a playoff, subject to course permission. Any remaining Magic Tees may be used in an agreed playoff; no new tees may be purchased.

12. Friendly verification. The opposing team witnesses Magic Tee usage and verifies the score. Resolve questions together before the next hole whenever possible. Follow the course rules for safety and pace of play.

Keeping the Lighthouse Name in Play

Call the game a Lighthouse Magic Tee Scramble and tell your playing partners about The Lighthouse for Humanity Foundation at LHF.world. The weekend kitty is paid to the winning golfers; it does not automatically generate a Foundation donation. Golfers who wish to support the Foundation may make a separate voluntary contribution.

Quick reminder: First partner plays from the ground. Second partner may spend one Magic Tee. Select the best result. Repeat until the green. Lowest total wins.