NOTICE TO PLAYERS

November 02, 2026

Monday

Coral Canyon Golf Club

9:30am Shotgun Start

PLEASE TAKE PHOTOS WITH YOUR GROUP AND POST TO THE SUKIYAKI WEBSITE

25% soft goods discount!

- The format is Individual Gross Stableford/Quota and NET SKINS
- TWO preprinted scorecards for the entire foursome will be provided.
- A player from **each cart** must keep all scores (one official card and the second printed scorecard) for the Foursome.

Flights, Tee Box

- Players are divided into 7 flights of 16 players in each flight
- **All Flights will play from the SILVER Sukiyaki Tournament Tees** (Red/White Combo) **5310 yards Rating: 71.3 Slope: 134**

BEGIN PLAY PRECISELY AT 9:30am! There will be no "gun or horn" sounded.

Scoring:

- Record the **gross score** for each player on each hole.
- **For pace of play you must pick up** if you are putting for **MORE than a NET Triple** Bogey. When you pick up before holing out, *record what you think you would have received along with an "X" in the box for that hole.*

Sukiyaki Stableford Points earned on each hole are:

Triple Bogey or worse (Gross)	0 points
Double Bogey	1 point
Bogey	2 points
Par	3 points
Birdie	4 points
Eagle (or HIO on a Par 3)	5 points

Daily Skills & Competition:

- **Closest to the Pin** ALL FLIGHTS :#2, #4 #15

- **Casino Hole**: #12
- **Deuce Pot:** ANY natural 2 on ANY hole, shares the daily $150.00 pot. A hole-in-one also automatically win **HALF** of the deuce pot.

Playing Rules:

- The use of USGA Rules of Golf are in effect unless otherwise noted.
- Please refer to additional **local course rules on the back of the Coral Canyon Scorecard**
- **Sukiyaki Fairway divot rule:** Free relief 6", no closer to the hole, if ball lands in a fairway divot otherwise play the ball as it lies.
- **Desert Area Tee Shot Only Rules:** **(only as specified on holes below)**
- If you hit your ball off the tee and it does not clear the desert/waste land, you have two options, both under the penalty of 1 stroke, you can
- (a) Re tee your ball and hit again or
- (b) You may drop within 2 club lengths in the beginning of the general area on the opposite side of the desert/waste area.
- ***If you choose to re-tee and your 2nd tee shot does not clear the desert or waste area or water hazard, you MUST play under USGA rules, applying either the rules for an Unplayable Lie or relief for Red and Yellow Penalty areas. You can no longer use option (b)***
- **For pace of play you must pick up** if you are putting for MORE THAN a **NET TRIPLE BOGEY**
- **Music Not Allowed**: Prohibited use of Audio Equipment. Competition does not allow the playing of music or any other prerecorded programs either through an amplified speaker or personal headphones or other listening devices.
- **RANGE FINDERS and GPS DEVICES** are allowed. **SLOPE & ELEVATION** measuring is not allowed.
- Golf course marshals and player assistants ARE NOT RULES OFFICIALS.

Local Rules

- **Desert Rule:** If a ball comes to rest in the desert, or planter bed the player may drop a ball within 2 club lengths of the point where it last crossed the grass no nearer the hole, with the penalty of 1 stroke.
- **Out of bounds: Defined** by white stakes. When a golf ball is out of bounds, the player must take a penalty of stroke and distance: add one penalty stroke and play another ball from where the previous stroke was made. This means you go back to the spot where you hit the original ball to play your next shot, and that shot counts as your next stroke plus a one-stroke penalty.
- **Provisional Ball:** Before hitting the provisional, you must announce your intention to do so to your opponent or marker. The provisional ball becomes your ball in play if the original is not found within the **3-minute** search period. Pace of play is crucial during this condition. Do not go back to re-tee or re-hit after looking for a lost ball if you did not hit a provisional ball. You can "x" out of the hole after picking up.

DROP ZONES

- #3 - If tee shot goes into the waste area the drop zone is just left of the cart path on the other side of the waste area. If you try to drive the green and fail to carry – Take relief and drop at point of entry

- #5 – If second shot is hit into hazard there is no drop zone. Take relief and drop at point of entry
- #6 – No Desert rule off tee. Take relief and drop at point of entry
- #15 – Drop zone is the white and green stakes just left of cart path before green.
- #16 - **DESERT TEE BOX RULE** applies. (see above for details)
- #17 Drop zone - use the red tee box between tee markers

USE CAUTION

- #11 cart path is very steep after green. Use Caution!
- #13 to #14. Be sure to cross (street) **AUGUSTA Ct Rd.**

OFFICIAL SCORING

- A player in doubt as to her rights under the Rules or how to proceed may play a second ball under rule 20.1c(3). Announce your intention to do so and which ball will be scored if the rules allow before playing either ball. Notify the committee you played two balls upon completion of the round prior to turning in the card.
- **ONE PERSON FROM EACH CART (or the official scorekeeper and marker) MUST** come to the scorer's table to attest scores and review any rules issues that arose during play. Any rules questions or disputes that arise during the round **must** be referred to the committee **prior** to signing and turning in your scorecard.
- Comfort stations – listed on back of each courses scorecard
- **Do not post your own scores into GHIN. The Sukiyaki committee will post scores.**

HAVE FUN!

Sukiyaki Tournament & Rules Committee:
Sheila Locke, Dino Landino, and Stephanie Ticknor