



DRIVE CHIP & PUTT



2019 Drive, Chip & Putt Championship

Operating Manual

For 2018 Summer Season Qualifiers

DriveChipandPutt.com

Scoring / Competing:

1. Each participant will compete in all three skills (Drive, Chip and Putt). An individual rules sheet for each skill competition is available on the DCP website.
2. Participants will accumulate points in each skill. The participant with the highest number of accumulated points will be declared the Overall Champion of his or her age category.
3. In the case of tie in the overall score, the putting rank will serve as the tie breaker, followed by:
1) chipping; and 2) driving; if necessary.

2019 Local / Subregional / Regional Qualifying Scoring:

All DCP Championship qualifying scoring will be based on a 25-point-per-shot basis, with each participant taking three shots per skill. Each participant will accumulate points per shot in all three skills (maximum of 75 points per skill = 25 points per shot x 3). The overall champion in each age category will be determined by the participant with the most points accumulated between all three skills (maximum of 225 points = 75 points per skill x 3).

DRIVE SKILL

1. 40-yard wide grid – all shots must come to rest in the grid to score points.
2. Flags marking both sides of the fairway at 50-yard increments (beginning at 50 yards).
3. A ball coming to rest on any of the boundary lines is considered in bounds.
4. A ball coming to rest on any of the scoring lines will be scored in the longer of the two scoring grids.
5. A ball striking an object either inside or outside the grid is scored where it comes to rest.
6. In the event of a tie, the player’s third drive will serve as a tie breaker (followed by second and first if necessary). If a tie still exists, co-champions of the skill will be declared.

Scoring Point Table:

1 point	Up to 24 yards
2 points	25-49 yards
3 points	50-74 yards
4 points	75-99 yards
5 points	100-109 yards
6 points	110-119 yards
7 points	120-129 yards
8 points	130-139 yards
9 points	140-149 yards
10 points	150-159 yards
11 points	160-169 yards
12 points	170-179 yards
13 points	180-189 yards
14 points	190-199 yards
15 points	200-209 yards
16 points	210-219 yards
17 points	220-229 yards

18 points	230-239 yards
19 points	240-249 yards
20 points	250-259 yards
21 points	260-269 yards
22 points	270-279 yards
23 points	280-289 yards
24 points	290-299 yards
25 points	300+ yards

CHIP SKILL

1. Each participant will attempt three shots at the scoring holes from 10-15 yards. All shots will be assigned a score based on where the ball comes to rest.
2. **Use of a putter is NOT allowed for this skill.**
3. A ball coming to rest on any of the scoring lines will be scored in the higher of the two scoring rings.
4. In the event of a tie, the contestant's third chip will serve as a tie breaker (followed by second and first, if necessary). If a tie still exists, co-champions of the skill will be declared.

Scoring Point Table:

25 points	Hole in One
20 points	A ball finishing 2' or nearer to the hole
15 points	A ball finishing 2' – 4' from the hole
10 points	A ball finishing 4' – 6' from the hole
5 points	A ball finishing 6' – 8' from the hole
2 points	A ball finishing 8' – 10' from the hole
1 point	A ball finishing outside the 10' scoring ring

**** A ball on the line = the higher point value.**

PUTT SKILL

1. Each participant will attempt one putt from each distance: 6', 15' and 30'. Putts will be measured from the center of the hole with chalk lines clearly marking the scoring rings.
2. A ball coming to rest on any of the scoring lines will be scored in the higher of the two-point rings.
3. In the event of a tie, the contestant's third putt will serve as a tie breaker (followed by second and first, if necessary). If a tie still exists, co-champions of the skill will be declared.

Scoring Point Table:

25 points	Hole in One
20 points	A ball finishing 1' or nearer to the hole
15 points	A ball finishing 1' – 2' from the hole
10 points	A ball finishing 2' – 3' from the hole
5 points	A ball finishing 3' – 4' from the hole
2 points	A ball finishing 4' – 5' from the hole
1 point	A ball finishing more than 5' from the hole

**** A ball on the line = the higher point value.**

RESULTS

Awards:

1. By Skill – There are prizes for the first three places in each age/gender division for each skill.
2. Overall – There are prizes for the first three places in each division for the overall score. There is also a sheet for recording the totals from each skill and calculating the overall score for each player.
3. **LOCAL Qualifying Spots – The top THREE players in each age/gender division from the overall score will advance to the sub-regional qualifier event.**
 - a. **Alternate Policy** – If a participant who earned a sub-regional qualifying position withdraws, the 4th place finisher from that same respective local qualifying site will be contacted by the Iowa PGA Section to replace the withdrawn player. If the 4th player declines, the Iowa PGA Section should contact the 5th place finisher. The Iowa PGA Section will repeat his process using the next respective local finisher(s), i.e. 6th place, 7th place, etc. .

Tie Breakers:

1. By Drive, Chip or Putt Skill – Ties for the individual skills will be broken by comparing the point values for the third ball played, then second ball and finally the first ball, if necessary. If still tied, the players share the appropriate place.
2. EXAMPLE: Tie break determined by the 3rd attempt, followed by the 2nd attempt and then the first attempt for example:

Player	Attempt 1	Attempt 2	Attempt 3
Player A	10	15	20
Player B	5	25	20

Player B would win this skill competition because their second attempt is higher than player A's second attempt

3. **OVERALL and Qualifying Spots for LOCAL and SUB-REGIONAL QUALIFIERS** – Ties for the Overall ribbons and moving on to the sub-regional or regional qualifying event will be decided by comparing the putting **RANK**, if still tied use the chipping **RANK** and finally go to the driving **RANK**, if necessary. Unless they tied in all of these skills you'll have a tie break procedure that will produce the three qualifiers.
4. It is imperative to have all key DCP volunteers/staff knowledgeable in all tie break procedures and information.

*****RANK** – can also be the term used as 'place' a participant finished in their respective age/gender group.