



2026 Roundup



Thursday August 13 – Saturday, August 15

Eligibility/Field: 2-Player Teams (Men's Member Guest)

Primary Male Golf Members. Immediate (21+)/*Extended Family* may play as the guest
Immediate (21+)/*Extended Family* may play as the Member, provided space is
available 10 days prior

Entry Fee: \$3100 per team

Low Index/Spread Provision: August 1st USGA 'Low Handicap Index' (12-month low) used for handicap calculation.
Players on a team with indexes differing by greater than 9.0 will result in the higher
player's index being reduced to within 9.0 of the lower player (see Handicaps section)

SCHEDULE OF EVENTS

Thursday, August 13

7am Practice Facility available
7am–11am Golfer's Breakfast on the upper patio
8am–11am Tee times off #1 & #10 (determined by flight)
10:30am–5pm Lunch and beverages on the upper patio
On-course food and beverage stations
7pm Cocktail Reception - heavy hors d'oeuvres
7pm–9pm Tequila Shot
7pm–9:30pm Entertainment: Tomara Conrad
9:30pm–10pm Mouse Races

The evening event is \$150++ for non-participants (alcohol included). Must be 21+ years of age to attend.

Friday, August 14

7am Practice Facility available
7am–11am Golfer's Breakfast on the upper patio
8am–11am Tee times off #1 & #10 tee (determined by flight)
10:30am–5pm Lunch and beverages on the upper patio
On-course food and beverage stations

No evening function. Regular dinner service is available (optional), reservations requested.

Saturday, August 15

7am Practice Facility available
7am–11am Golfer's Breakfast on the upper patio
9am–12:10pm Tee times off #1 & #10–9 holes (determined by flight)
10:30am–3:30pm Lunch and beverages on the upper patio
On-course food and beverage stations
3:30pm Horse Race (Holes 16, 17, 18). Flight Winners Battle for Overall Championship
7pm Awards Dinner & Entertainment

The evening event is \$150++ for non-participants (alcohol included). Must be 21+ years of age to attend.
Due to capacity, Saturday evening priority reservations are available to participants + one (spouse or date) only; however, on a limited basis we accept reservations for non-tournament participants. Contact Bob Schmidt (406.863.3131, bschmidt@ironhorsem.com).



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2026 Preliminary Rules of Play (Page 1)

- Format** Four-Ball Match Play (Best/better ball of 2-player team)
Players receive 90% of their handicap difference from the low player in a match
Each team will play 5 9-hole matches within their flight
9 points per match (1 per hole), with a maximum of 7 points for the winning team
- Handicaps:** August 1st USGA 'Low Handicap Index' (12-month low) used for handicap calculation (maximum handicap of 36).
Index Spread Provision: Players on a team with indexes differing by greater than 9.0 will result in the higher player's index being reduced to within 9.0 of the lower player's index prior to flighting, handicap calculations, allowances, etc.
- Tees:** Flights will determine the tees played for all players according to the following:
Flights 1—3: Roundup Tees (approx. 6750 yards)
Flights 4—7: II Tees (approx. 6500 yards)
Flights 8—12: III Tees (approx. 6000 yards)
- Forward Tee Option:** *If a player's age and index combine to 65 or higher, they may move forward from their flight designated tees and play the II, III, or IV tees with the appropriate 2-5 shot reduction. Note: If a player moves to forward tees in the tournament proper and qualifies for the Horse Race, they will play from the tees determined by their flight, not those forward tees.*
- ***Horse Race:** Players will play from the tees determined by their flight. No handicaps will be given.
- Flights and Schedule of Play:** Teams will be sorted by combined index in ascending order. This will determine flights and each team's playing schedule. Participants will be placed into preliminary flights closer to the tournament date. ***In early August, the golf professionals will welcome Members and Guests with a letter, including preliminary flights and tee time schedule.***
- Each team will play two 18-hole days (Thursday & Friday) and one 9-hole day (Saturday), while keeping the field spread out so that pace of play can remain under 2 ½ hours per 9-hole match.
- Play Schedule:**
Flights 1 - 12 Schedule:
Thursday: Two 9-hole matches
Friday: Two 9-hole matches
Saturday: One 9-hole match



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2026 Preliminary Rules of Play (Page 2)

Concession of Holes/Putts:

In match play, a team can elect to concede an opponent's putt or concede a hole during its play. There are no 'gimme' putts and a verbal concession must be given in order to be proper. If a concession is given, it is final, and may not be rescinded.

Inclement Weather: Should inclement weather prohibit the finishing of all matches, scoring will be completed based on the number of matches completed by the flight.

Ties: If a tie occurs in determining the Flight Winners or Wild Card Team, it will be broken by a **scorecard playoff**, beginning with head-to-head match result, then most matches won. If there is still a tie, a closest-to-the hole wedge shot by all players on #10 will commence.

Horse Race Rules:

Qualifying: The team in each flight with the most points after all matches is the Flight Winner and qualifies for the Horse Race, along with a **Wild Card Team**; the team with the most points among the non-flight winning teams.

Format: **Holes 16 (up to 13 teams), #17 (up to 8 teams), #18 (3 teams)**

Alternate Shot: Each team selects a player to begin the competition and they alternate each shot thereafter until the ball is holed. If player A teed off on #16, player B will tee off on #17 (and so on) assuming the team advances. Once all teams are on the green, the team closest to the hole will have the honor and putt continuously until the ball is holed. Penalty strokes do not affect the order of play.

Tees: Players must play the tees determined by their flight. *Note: If a player moves to more forward tees in the tournament proper from their flight determined tee and they qualify for the Horse Race, they will play from the tees determined by their flight, not from those forward tees.*

Handicap: There are no handicaps during the shootout. The different tees played are the handicap.

Ties: A tie for the Overall Champions after #18 will result in those tied teams replaying the hole. Should that subsequent hole end in a tie, the players will participate in a blind chip-off (same procedure as below). All other Horse Race ties will be decided by a blind chip-off by a designated player. Each team chooses a player to chip. Should the team qualify for any chip-off on a subsequent hole (or playoff hole), the other player will chip in that contest. The players who are farthest from the hole will be eliminated. *Both team players must remain 'blind' to the chip-off until their team competes.*

Local Rules and Reminders:

- The 14 Club Rule is in effect.
- Relief may be taken from **sod seams** only of any newly laid sod.
- **Sprinkler Head Close To Putting Green** (Model Local Rule F-5): For a ball in the General Area, a player may take relief under Rule 16.1b if the sprinkler head is on the line of play (reasonable), within two club-lengths of the putting green, and within two club-lengths of the ball.
- For any rules questions that cannot immediately be decided, please seek a Golf Professional as soon as possible. Unfortunately, 'playing 2 balls' under Rule 20.1 is not permitted in match play.