

# **The Lighthouse Classic 2025**

## **Pre-Tournament Instructions**

**Directions to Jen's Links at Lighthouse Cove (501 Broadway, Barnegat Light, N.J.)** — From the Garden State Parkway Exit 63, take Route 72 east toward Long Beach Island. Stay on Route 72 east until it ends — once you go through Stafford Township, you will cross several bridges over the causeway that traverses the bay and end up on 9<sup>th</sup> Street in Ship Bottom (you'll know you've reached your destination because you will pass Hotel LBI — you can't miss it).

Stay straight on 9th Street through two traffic lights (Barnegat Ave. and then Central Ave.), and at the third light make a left onto Long Beach Blvd., heading northward. From there, just stay on Long Beach Blvd. as you travel through Surf City, North Beach, Harvey Cedars, Loveladies and then into Barnegat Light (you'll see the lighthouse in the distance along the horizon). After the flashing traffic light at 10th Street (the Barnegat Light Fire Co. is on the left corner), bear left at the fork two blocks later, onto Broadway, and after several more blocks Jen's Links will come up on the left.

**Practice Time Available** — On Friday, May 16, all registered tournament players can practice from noon until closing, generally between 7:30 and 8 p.m., for a one-time \$8 fee. Simply tell the front-desk host you are there to practice for The Lighthouse Classic, pay your way, and get to work on your game — but this fee is **ONLY** for the High Tide Course. If you want to play the Low Tide Course at any point, you must pay the standard rate per round (\$16) at the front desk.

Whether or not you choose to practice the day before, all tournament players can practice from 9:30 to 10:15 a.m. on May 17, prior to the rules briefing at 10:15 a.m.

**Tournament Day Arrival** — When you arrive at Jen's Links on Saturday, May 17, **DO NOT** enter through the main entrance. Go past the main entrance (toward the cove) and around the building through the patio area. You will be able to access the course by way of the exit on the deck, right in front of where the large shark hangs. The High Tide course is to the right of that opening. **DO NOT** enter the course grounds before 9:15 a.m. Anybody found on the course before that time will be **DISQUALIFIED** from play and forfeit your entry fee — no exceptions.

**PRACTICE BEGINS AT 9:30 A.M. FOR ALL PLAYERS!**

**Schedule (tentative, allowing for slight adjustments)** — After the rules briefing at 10:15 a.m., during which we will have a brief overview of the rules and answer any questions, the first round will begin at 10:30 a.m.

As soon as your group/pairing completes its first round and turns in ALL scorecards to the scorer's table, your group/pairing will receive the next set of scorecards and go right into the second round.

Once all players have concluded their second rounds, there will be a 30-minute break to adjust the amateur leaderboard and determine the top three finishers, as well as regroup the professional division for the third round. Prior to the start of the third round, we will award the top three players in the amateur division their prizes.

Amateurs — at that point, you are free to leave or hang around and become a spectator for the pros' third round.

Once the amateur division awards have been doled out, we will begin the third round. At the conclusion of the round, the top five pros will be determined by cumulative score, and puttofts to break any ties will be completed as necessary.

Once any puttofts are completed, we will take a 15-minute break to confirm all scores and finalize the leaderboard, then gather to give out the awards for the pro division, take some photos, etc.

**American Mini Golf Alliance Points** — This tournament is part of the 2025 American Mini Golf Alliance lineup as a red event, meaning all AMA members will earn points toward their national ranking. While it is not required to be an AMA member to compete in The Lighthouse Classic, the AMA is open to all mini golfers and free to join at [amaminigolf.com](http://amaminigolf.com), where you also can review the points breakdown.

**Oh, you want rules?** — As for the rules/guidelines, see the next page. **PLEASE** read the rules/guidelines **BEFORE** the rules briefing to ensure your understanding of them. Each player will be responsible for knowing these rules, so your group/pairing can play through the rounds efficiently, without causing significant delays to players behind you.

If you have any questions regarding the rules/guidelines, ask them during the briefing **PRIOR** to the start of the first round. We will clarify anything that is confusing or determine proper guidelines for anything that may not be explained within the following rules/guidelines section.

During tournament play, if anything needs to be clarified, determined, etc., find Biggy on the course and he will take appropriate action as tournament director.

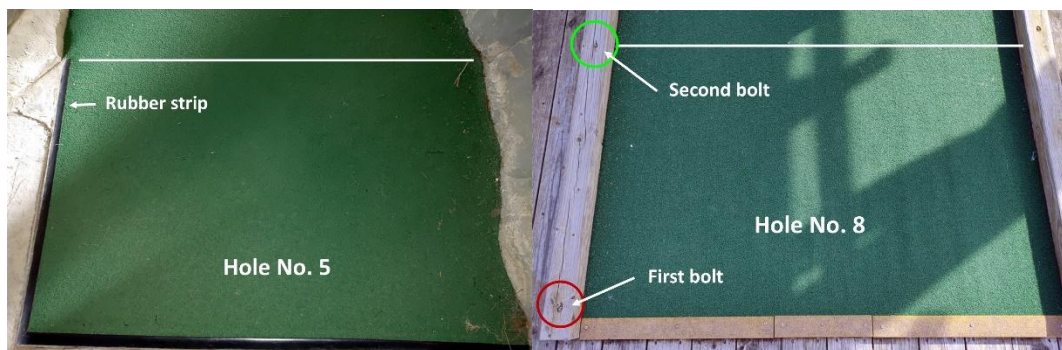
Also during play, all players will keep score within their pairings. We will have pencils/pens available for you to do so. It is recommended that each player within the group compare scores frequently to ensure accuracy, but specifically after the front nine and, obviously, at the end. **DO NOT** turn in your scorecards **UNTIL** each player in the group has verified the accuracy of **ALL** final scores.

## Competition Rules/Guidelines

1. Tee-off spaces — All tee shots must be taken from behind the bricks.

Exception: Hole No. 5 — On the left side of the tee area, there is a rubber strip. At the edge of that strip, putt behind the imaginary line that stretches to the wall on the right side. (See picture, below left)

Exception: Hole No. 8 — On the left side of the tee area, there are two bolts in the wooden barrier. Putt behind the imaginary line perpendicular to the board from the SECOND bolt. (See picture, below right)



2. Each player tees off and continues with his/her turn until the ball is in the hole – before the next player tees off.

NOTE: The ball MUST come to rest in the hole. If it bounces out and comes to rest on the green, you must play it where it settles for your next shot.

3. Maximum of six (6) strokes per hole for each player in the group.

4. On the first shot ONLY, if the ball doesn't clear an incline and rolls back into the tee area, the player can reset the tee shot and take his/her next shot without penalty. If it occurs any subsequent number of times afterward, the player takes his/her next shot and takes an additional stroke penalty.

5. If the ball leaves the course boundaries, place the ball a scorecard's length from the spot the ball left the course and add a stroke to the score for the hole.

NOTE: If desired, you do not have to take the entire length of the scorecard when setting the ball prior to your next shot.

6. If the ball is resting along an obstacle, rock or side rail, the player can move the ball a scorecard's length away from it and proceed with his or her next shot without penalty. If the ball comes to rest underneath any rock or obstacle, it can be brought backward from the edge of the rock or obstacle by a scorecard's length.

NOTE: On Hole No. 16, should the ball get stuck underneath the downside ramp along the piling side of the main obstacle (the green Plenko-style board) — this is for those daring enough to try to squeeze the ball through that space, and remember there's a little hill there — you must bring your ball back BEHIND the piling and give yourself a scorecard's length of relief from the back of the piling and upside ramp so that your ball is on flat turf.

7. If the ball leaves the green via an ADA/handicap exit, it's considered out of bounds, and you DO NOT have the option to play the ball from the pavement. The player must return the ball to the green, a scorecard's length from where the ball left the playing surface and take a stroke penalty.

8. Honors play order: the player who scores lowest on the most recently played hole begins play on the next hole. If multiple players had the same score, follow the same order as the previous hole for those players. Whoever scored highest on the previous hole goes last on the next hole.

9. Ties will be broken ONLY for the top five positions in the professional division and top three in the amateur division by way of puttofs. To start, each player will play three holes — selected by a random draw — in succession. If any players are tied after the three holes are played, they will continue through sudden-death play starting with the hole after the third one in the initial order.

Example: Two players are competing for second place. Via a random draw, holes 4, 10 and 16 are selected. The competitors will play those three holes in order, then proceed to No. 17 if the players are tied after the first three holes and continue in standard order (No. 18, 1, 2, 3, etc.) from there if a tie remains after the next hole.

10. Players can switch balls during any round, as many times as desired, but you must play with the same ball you started with on a particular hole. You may not switch balls once you putt the ball from the tee-off space.

11. All players in each group MUST record ALL competitors' scores on a tournament scorecard. At the end of the front nine, all players' scores should be calculated and matched with the cards from everybody in the group. At the end of the round, all players' scores again must be calculated and matched with the cards from everybody in the group to ensure accuracy. One player then will turn in all cards to the scorer's table prior to playing the next round.