

The Lighthouse Classic 2026

Pre-Tournament Instructions

Directions to Flamingo Golf (5th Street and Long Beach Blvd., Ship Bottom, 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 9th 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. After the turn, go through the traffic light and at the next traffic light, across from Woodies on the left, is Flamingo Golf.

Practice Time Available — On Saturday, May 16, all registered tournament players can practice from 10 a.m. until closing, generally between 9 and 10 p.m., for a one-time fee. Simply tell the front-desk host, probably the owner, Kirk VanKeuren, you are there to practice for The Lighthouse Classic, pay your way, and get to work on your game. The fee has not been established yet, and this will be updated accordingly. However, I do know Kirk will charge a full-day fee for anybody showing up before 3 p.m. After 3 p.m., he will charge a reduced fee.

Whether or not you choose to practice the day before, all tournament players can practice from 9 to 9:45 a.m. on May 17, prior to the rules briefing.

Tournament Day Arrival — When you arrive at Flamingo Golf on Sunday, May 17, use the main entrance. Nobody will be permitted to enter the course grounds before 8:50 a.m.

PRACTICE BEGINS AT 9 A.M. FOR ALL PLAYERS!

Schedule (tentative, allowing for slight adjustments) — After the rules briefing at 9:45 a.m., during which we will have a brief overview of the rules and answer any questions, the first round will begin at 10 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 finishers, as well as regroup the professional division for the third and fourth rounds. Prior to the start of the third round, we will award the top 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 and fourth rounds. Of course, you could go have some lunch and then come back for what should be a thrilling fifth round with the top eight pros battling for their final positions and appropriate payouts.

Once the amateur division awards have been doled out, we will begin the third round. As soon as your group/pairing completes its third 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 fourth round.

At the conclusion of the fourth round, the TOP EIGHT pros will be determined by cumulative score, and a fifth round will be played to determine final positions and appropriate payouts. Any player tied for the eighth spot also will qualify for the fifth round.

Once the fifth round is complete, at least the top five pros will be determined by cumulative score for payouts, and puttofs to break any ties will be completed as necessary.

Following the completion of any puttofs, 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.

NOTE: Here's the payout plan — if we have less than 20 pros in the field, we will award cash prizes to the top five; if we have 20-24 pros, we will award cash prizes to the top six; if we have 25-29 pros, we will award cash prizes to the top seven; if we have 30 or more pros, we will award cash prizes to the top eight.

American Mini Golf Alliance Points — This tournament is part of the 2026 American Mini Golf Alliance lineup as a WHITE event (changed from previous years), 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, 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 groups. 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. All tee shots must be taken from someplace on the tee mats, not necessarily on the placement holes of the mat.
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 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 obstacle, it can be brought backward from the edge of the obstacle by a maximum of **TWO** scorecards' length.

NOTE: On Holes 2, 4 and 17, if your ball strikes a paddle, you can move your ball **STRAIGHT** back by at least two scorecards' length. If you need a few more inches beyond that to strike the ball cleanly without hitting a paddle with your putter, you may do so. Of course, you also can give yourself a full scorecard's length of relief from the side rails, if needed.

7. 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.

8. If the ball gets stuck within a pipe or delivery mechanism of an obstacle — this can occur, in some way, on Holes 3, 10, 11, 14 and 16 — the player has the option to re-tee the ball and putt his or her tee shot.

EXCEPTION: On Holes 3 and 6, where the ball can be sent toward the fairway or green through a down-sloped trench, if the ball gets stuck in a trench, it can be removed from the trench and placed on the turf a scorecard's length from the exit hole of the trench.

EXCEPTION: On Hole 15, if the ball enters either space underneath the windmill and remains there, you **MUST** somehow tap it forward from where it lies, into the track leading toward the green as your next shot.

NOTE: On Hole 13, if the ball goes in the “penalty” hole halfway up the incline and gets stuck in the underneath track — the course master has a snake which may be used to poke the ball out to the green — the player **MUST** take a stroke penalty, regardless of where the ball ends up, even if it ends up in the hole once the ball is pushed forward.

9. **IMPORTANT:** We are **NOT** playing the 18th hole at Flamingo Golf for The Lighthouse Classic. All scoring will be completed at the conclusion of the 17th hole, regardless of which round in the tournament. Therefore, all amateur scores will be based on 34 holes, while all professional scores will be based on 68 holes, except for the pros who qualify for the fifth round.

10. Ties will be broken **ONLY** for the top positions in the professional division after the fifth round and top positions in the amateur division after the second round 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. 1, 2, 3, etc.) from there if a tie remains after the next hole.

11. 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 mat. If you start the hole with a certain ball, you must finish the hole with that ball.

12. 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.