



This document was created years ago. It is distributed to rookies and their referrals. The intent is to give rookies a glimpse inside the world of the Carl Spackler Open.

PEOPLE

It has probably crossed your mind that you are embarking on a vacation with 70 strangers. We have been told by many vendors the unique group resembles a old college fraternity reunion. Our group is actually 275 complete strangers who have repeatedly vacationed together to the point where we are very comfortable with one another. There is a wide variety of interesting occupations and personalities from many areas of the country attending. There are countless strong friendships created from two complete strangers.

The first day will be 50 guys saying hello to 50 guys they have not seen in a year, however the most common statement made by a rookie after the trip, "I did not expect it to be so welcoming."

ENVIRONMENT

The Carl Spackler Open is a relaxed 96-hour golf party designed with downtime between 11:00PM and 7:00AM. The Carl Spackler Open probably invented playing music on the golf course. The event is very different from a traditional Myrtle Beach, Florida, or Las Vegas golf trip. Expect to spend 7 to 9 hours of each day at the golf facility doing a variety of things besides a traditional round of golf.

WALLET

The Carl Spackler Open golf trip fee does not supply lunch and most dinners. It does not supply beverages with the exception of breakfast. It does not supply gasoline for cars. With that said, the average golfer probably spends \$20 during their vacation on things that are not food, beverage, and arrival/departure transportation.

COMMUNICATIONS (EMAIL)

Communication is critical with a large group. The event no longer communicates with paper handouts. The website server emails each golfer each night with their daily personal agenda. The personalized email will contain a link to your playing partners, partner contact information, tee time, cart assignment, itinerary, red tees, starting holes, handicap, updated rules, latest procedures, and other information. The email will be sent to the email provided within your Poststats.com account.

COMMUNICATIONS (MOBILE WEBSITE)

There is a SEPARATE website that can be found on your smartphone using m.poststats.com. This is the letter m, followed by a period, followed by poststats.com. Many smartphones will attempt to capitalize the username. The username, you selected, is case-sensitive.

Please get familiar with the mobile website prior to the event and bookmark it. Live scoring, Leaderboards, pairings, schedule, etc. can be found here. Mobile website access is very important and access to it is not something you want to be dealing with while in New Mexico.

COMMUNICATIONS (TEXT)

The event can and will mass text phones with schedule changes such as weather, unexpected procedure change, etc.. Verizon phones can receive texts before T Mobile or Sprint or AT&T and vice versa. We have seen 10 minute delays between carriers.

WEBSITE

The Carl Spackler Open.com and golf.poststats.com websites were built before Amazon.com was a household name. It was designed prior to the invention of smart phones and tablets. The main website was built for laptops and desktops using Microsoft Windows. The largest problems found on cell phones is during participant option selection process. Use a desktop or laptop especially for playing partner and roommate selections.

PAIRINGS

Golfers are not designed to play with the same golfer twice. We want our rookies to be imbedded into a group of strangers for 5 hours per day. We are forcing you to meet lots of new friendly people. Final Round pairings are based on reverse Leaderboard order. All rookies are paired with their referral once.

HOTEL ROOM

The Carl Spackler Open pays for hotel rooms (including taxes). One member from each room provides a credit card for damage and incidentals. Roommates are available online weeks before the event.

PACE OF PLAY

The average round of golf in America takes 4 ½ hours. Many golfers institute the gimmie, play familiar easy courses, and ignore 'stroke and distance' with the intent of finishing a round in 4 hours. The Carl Spackler Open is played on unfamiliar difficult golf courses, by hackers, by the rules, without drop zones, competitively, and rarely with a gimme. Impatient golfers must prepare themselves mentally for a 6-hour round and pray for a 5 hour round. Skilled golfers, who assist with yardage, rake a bunker for a struggling golfer, and fix divots on the green will see pace increase. Skilled or quick golfers should stock the golf cart with food, drinks, music, newspaper, and embrace the opportunity to enjoy the outdoors and the social aspects. The fastest round in the past 15 years lasted 5 hours. The longest was 6 ¼ hours.

YARDAGE and TEES

The tournament has been played from 6,450 yards for 15 years. This is a happy medium between the scratch golfer and unskilled golfer. Golfers who are 50 years of age AND have a +15.0 or higher stroke handicap are moved up approximately 450 yards. Our event has a Carl Spackler Open tournament tee and senior tee. Tees are not set based on a tee color from the scorecard. They are distributed to achieve total yardages.

ROOKIE GIFT

The Carl Spackler Open distributes hundreds of gifts and purchases. Rookies will receive a logo cap.

GOLF RULES

Our event has a lot of fun components to it, but its core is designed with a competitive golf tournament. The elephant in the room are people who purposely do not follow basic golf rules. This not optional for golfers who "don't care about winning the tournament". We are not asking everyone to under the USGA Rule Book. We are asking everyone to abide by basic golf rules clearly provided and most importantly ask a partner for help if confused.

GOLF RULE CARDS

The tournament has created six rule cards by request of casual golfers, which are duplex and printed on three physical laminated cards. We have eliminated disagreements on the basic golf rules played because the rule cards are available. Rookies will get these cards and can attach them to their golf bag. The cards are also available for view below and in the website notebook. Pinon Hills says they do not have white stakes or Par 3 drop zones, which makes two of six rules irrelevant in 2021.

SCORING

There is a team responsible for scoring the event. The Carl Spackler Open scores electronically on our website using a modified stableford handicap system. The tournament has successfully scored the event for 8 years using cell phones. The vast majority of the pairings will have a mobile scorer. This means your score will be submitted to a real-time Leaderboard seconds after your ball drops in the hole. The real-time electronic scoring can be viewed using the mobile website. The Leaderboard shuffles constantly from updates. Contact us if you want to try mobile scoring. Pairings without a mobile scorer should submit their scores using a paper scorecard.

BAG STORAGE (NOT OFFICIAL YET FOR 2021)

The Carl Spackler Open event is held at the same golf facility for a variety of reasons. One of the many advantages is bag storage. Golf bags stored (instead of transported back to the hotel daily) overnight add tremendous efficiency hard to quantify until you experience it. The event will provide each golfer a personalized bag tag for easy golf bag identification. Golfers can keep a set of street shoes in their golf bag. Swap street shoes for golf shoes after their round and leave the golf course.

PLAYER MEETING

A meeting is likely to be held prior to the practice round and initial bag storage. The event is structured in many ways to get rookies involved. Part of the meeting will include a rookie introduction, which provides an opportunity to break the ice with the large group.

QUESTIONS

There are hundreds of details surrounding each event. There is rarely a question asked that is not already answered in the online notebook or communications. Do your part to become knowledgeable and do not be afraid to ask questions.

NOTABLES

Skills Challenge Contest – There is a difference between hitting your ball closest-to-the-pin while playing golf with your pairing and hitting your ball closest-to-the-pin in front of 70 golfers. The Skills Challenge Contest is a 60-minute activity allowing each golfer the chance to showcase their skills in a social relaxed environment. It is held at the golf course when time is permitted. There were 50 golfers plus locals in South Padre Island, TX (April 2010) who saw Brian Flanagan hit a hole-in-one.

Carl Spackler Outfit – The loser of the golf tournament will wear the Carl Spackler Outfit from the movie Caddy Shack throughout Saturday evening.

WHAT NEXT?

This is only a peek inside the Carl Spackler Open. Our vacation has an interactive website, which has an itinerary and notebook. The notebook can be found by visiting the website and clicking “notebook”. A general overview of the actual itinerary and a few applicable notes from the notebook are recommended reading.



Relief Option #2
 Play Provisional Ball or Replay from Original Spot.
 Assume a Single Stroke Penalty. Hitting 3rd Shot.

LOST BALL

There are no colored stakes or lines present when a lost ball occurs



Unstaked creeks, ponds, rivers, ditches, and lakes with or without water are treated as red stake hazards.
 Drop area is maximum of 2-club lengths.

RED STAKES & LINES

Yellow Stakes are played the same as Red Stakes & Lines

Long Putt

Long Putt Points are awarded to the longest 1ST-PUTT outside a putter length. If no 1ST-putts are made, the two bonus points will be awarded to the player with the longest 2ND-PUTT outside a putter length.

- (1) Fringe putts and short chips do not count.
- (2) The putter must fit between the ball and edge of hole to be valid.
- (3) Long putts cannot be longer than its previous putt.
- (4) Order of play shall be from the balls original position.
Taking relief does not change order.
- (5) There are no points for three-putts
- (6) The shortest putter in pairing cannot be used for measurement.

TIP: Do not physically measure putting distances to determine who gets long putts PRIOR TO putting. Use visual judgment and leave ball mark on green in case multiple putts are made. Physically measure distances when multiple golfers make putts.

Gimme

- (1) Golfers who are OFF the green and scoring zero points may take a gimme (one stroke). Player will pick up ball and place their ball on the FRINGE FURTHEST from the hole. The next shot is intended to setup their first long putt chance.
- (2) Golfers may pick up their ball and take a gimme

LONG PUTT & GIMME

NO PENALTY (One Club Length Relief)

- (1) A ball in fairway, but not lying on grass.
- (2) An embedded ball not in a hazard, sand trap, or its lip
- (3) A ball lying in an area marked as ground under repair.
- (4) A ball lying on the cart path.
- (5) A ball where golfer places foot on cart path to swing.

ON GREEN OR FRINGE

A ball can be moved left or right ONLY to avoid damage or dead spots when outside flagstick length. Under penalty of distance, the ball must ALSO be moved equal distance AWAY from the hole.

SAND TRAPS

A ball can be picked up from a sand trap or lip under PENALTY of **TWO STROKES**. A player imagines an infinite line that starts at the hole, crosses over the ball in the sand, and continue away from hole. A player drops 'Back-on-the-Line'.

ROUGH

Touching a ball in the rough is the same as 'Unplayable Lie'. Under penalty of **ONE STROKE**, a player can drop within two club lengths.

Balls touched when not on the green are always dropped from knee height no closer to the hole.

TOUCHING BALL

Please fight the urge to touch your ball.

