



September 2005
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OFF THE FAIRWAY

Lakewood Shores Resort

Site of the 2005 GNYS!

Check out the
Lakewood Shores Website
www.lakewoodshores.com



Home of **The Gailes** !
1993 #1 Rated Best resort course
in the US - Golf Digest
Rated "Best Conditioned Greens"
in Michigan by Great Lakes Golf in
2005.

For Event Info Visit
www.yootshoot.com

Yootshoot Facts

The builder of the sacred Yoot Cup was almost killed when the wooden base "blew apart" during the turning process.

The resultant base as it stands today is actually the second try at the dangerous process.

The Yoot cup holds 104 oz of beer...that's over 8 ½ bottles!!!

Yoot Productions
6749 Granger Dr.
Troy, Mi. 48098
www.yootshoot.com



YOOT SHOOT POST

On the tee since 1998: For the betterment of the game...if that's what you call it

Anticipation.....



Yoots gathered for a "spy mission"

A top secret contingent of Yoots recently visited Lakewood Shores Resort in late August to gather as much information as they could to prepare for the upcoming Yoot Shoot. What they found was startling. The Blackshire course under the high noon sun, looked as if they were about to walk upon a rolling green carpet. With it's near perfect condition, the yoots brought this course to it's knees in defeat...you hit the ball straight here and it will give up birdie upon birdie. The Serradella course with it's 60,000 flowers in full bloom caused the crew to lose focus for their final round on the Gailes. The Gailes shows it's teeth early and never lets up. Ball placement is key, and you better practice your long irons into the green because that is what this course is all about. Thick, deep heather awaits any shot off target, as well as numerous pot bunkers placed randomly in the middle of the fairway. Don't think that once you reach the green you can relax either. These greens are some of the toughest in the state, that can quickly turn your simple par into a double bogey. Start packing your bags...The 2005 Yoot Shoot is finally here! Your information packs will be handed out 45 minutes before our tee time on Friday (11:00am Shotgun Start). Please

be at the course no later than 30 minutes before our tee times as they will start to assemble everyone 15 minutes prior to heading out on the course. If you plan on using the FREE use of the practice facilities prior to your round, I recommend you be at least an hour early...it will be crowded with our large group.

Blackshire Where??



The resort is off of Cedar Lake Rd

The first round of the 2005 Yoot Shoot will be played on the Blackshire Course at Lakewood Shores at 11am on Friday Oct. 7, 2005. The course is located "off premises" from the main clubhouse where the Gailes and Serradella reside. To get to the Blackshire course, continue north on cedar lake road past the main clubhouse about a quarter mile. Turn left on the first street past the resort. Follow this road about ¼ of a mile and the course will be on your right hand side.

Skins for a Feast



The Serradella course in August

Each round (Fri. / Sat.) will feature a Skins Game as well as the now famous Feast or Famine Game. The cost is \$10/person per day (\$20/person for the weekend). The entire team must enter each day if you wish to participate. (no individual entries accepted) There is a possible \$840 pot for (each day) if everyone gets in. For those that don't know, a Skin is won when your team shoots a score on a hole lower than any other team (no ties). Feast or Famine pays out if you land your ball on the green of the designated par 3 hole. Winners of Skins and Feast or Famine split the pot each day. Please see Rick Rots PRIOR to the start of the round each day if your team wants to play. You cannot sign up for either once the round has started.



Oops, too much top spin!

Who Rules

Your Yoot "Goodie Bag" will contain Yoot goodies as well as the highly respected Yoot "Covenants" handed down from the Royal & Ancient Yoot Lord. Additionally, you will find the rules below so we all can save time by reading them ahead of time. All of the rules are explained in these "Covenants" including how to play the "talent" holes. All players, especially Yoot rookies, should read all the rules before starting and leaving the cart assembly area. A meeting with designated team captains will take place before we leave to the course for a brief explanation of the rules and a chance for you to ask any questions or clear up any uncertainties. We ask that everyone abide by these rules and play fair. If you have any questions, you are welcome to ask now!

Be prepared



A good choice for unpredictability

Even though the temperatures now hover in the mid 80's, in about two weeks, all that can change. Although we have experienced good weather, we have also had our share of ...ahhh... well, not so good weather. Be prepared! Dress in layers and peel them off as needed. Most Yoots now own their own cart covers and rain gear. We will play in ANY weather as long as the course lets us out so don't let us catch anyone trying to sneak back to their room during inclement weather! Real Yoots golf in ANY weather!



Ceremonial "Drinking from the cup"

Thursday T-Times

Tee times for the "free" pre-round on Thursday are listed on an attached sheet for those that registered to play. (See pages below) Please make sure you check-in to the pro-shop at least 15 minutes before your designated tee time. These tee times have been reserved, so please be on time.

Road to Utopia



Lakewood Shores Resort is located in Oscoda. It is approx. 2 ½ hours from the Troy area without stopping. Take I-75 North to exit 188 at Standish. Turn North on highway US 23 to Oscoda. Turn left on Highway F-41, then right on Cedar Lake Road to Lakewood Shores Resort. See the Lakewood Shores website for more information. The resort phone number is: 1-800-882-2493

Check-in for the rooms is located in the Main entrance of the restaurant at the resort.

Have a safe trip! See-you all up there!

Thursday "Pre-Round" Tee Times on the Serradella
 For those that pre-registered only
 Cart fees will be collected at the pro-shop
 Check in at the pro shop

Time	Name	Time	Name
11:00 AM	Mark Molea, Dave Bemus	12:30 PM	Joe Caruso, Ron Steffens
	Mark Gomez, Keith Lowery		Richard Brunkey
11:10 AM	Scott Bentoske, Ken Kotenko	12:40 PM	Marie Caruso, Yvonne Steffens
	Kris Kotenko, Bill Fenwick		Catherine Brunkey
11:20 AM	Al Porter, Laura Porter	12:50 PM	
	Jimmie Carr, Jeanne Carr		
11:30 AM	Darrin Raley, Marlene Matz	1:00 PM	
	George Allen, Kim Allen		
11:40 AM	Kevin Kotenko		
	Gary Huitson, Joe Brinley		
11:50 AM	Ben Pausus, Kevin Lee		
	Steven J. Lee, Steven L. Lee		
12:00 PM	Tom Caruso, Ed Knauber		
	Greg Butkovich		
12:10 PM	Harold Burns		
	Dan Felstow, Ken Kubiak		
12:20 PM	Dave Call, Dave Call Jr.		
	Eric Johns, Pat McGee		

DA OFFICIAL YOOT SHOOT COVENANTS

Section 1. This will be played in a scramble format. No Mulligan's! You swing and miss...you're out.....next person up! If your team is less than 4 players, you are NOT allowed to take extra shots in place of the missing person. It is the team's responsibility to make sure all players will show up to play.

Section 2. Off the green, balls are to be placed no further than one club length from the chosen ball. The ball chosen, may be lifted and placed, but you must mark the ball where it lies before lifting the ball. Ball position may not be improved, (balls in rough/heather must be hit from rough/heather, etc.) Ball must be played where it lies on the green.

Section 3. One (1) throw per nine is allowed. (1 on the front and 1 on back nine) The throw does NOT count as a stroke (it is a FREE stroke). The throw can only be taken if your ball is OFF the green. (You can no longer drop the ball in the cup) When determined that the throw will be used, all members must throw from the same spot on the same hole (each person CANNOT use the throw on different holes). The throw must be hand tossed and may not be projected in any other manner.

Section 4. Be sure to use your Official Yoot scorecard, and not the course card. In order for everyone to fairly know which "talent" hole is upcoming, they have been marked on your scorecard. This is the Official scorecard, which must be turned in. All scores must be entered on this scorecard, and turned in to your Yoot CEO, Paul Gomez, after your round. Be sure you participate in each one. Monitor the team behind you. If your team should "forget" a talent hole, the whole team will be subject to unbearable yoot peer ridicule, and be stripped to their birthday suit, rubbed with honey, rolled in grass & hay, and placed in a cage with a 2-ton lonely Black Rhino!. Oh,.....if your team is in contention, you will also have to play the "forgotten" hole on a hole chosen by the Yoot Executive Committee or replayed after the round on the same hole.

Section 5. NEW! Highest score on any hole will be 2 over par. If you are putting for a DOUBLE BOGEY on any hole, you may pick-up your ball and proceed to the next hole. This means if you miss a bogey putt, pick up your ball, leave the green & mark a double bogey for your score. DO NOT putt for double bogey, it is a "gimnee".

Section 6. On the hole which designates alternate team members to take two shots, this will be for each shot, for the entire hole. A different person must hit two shots for each stroke. (ex. First person hit's two drives & rest of team hit's one., Second person hits two iron's, while rest of team hit's one, and so on) Five people always hit for every stroke.

Section 7. On the "Same Club" hole, each team member may chose a different club, but must use it the entire hole...including the putt. (choose wisely grasshopper) It is not necessary that every member hit his or her designated club on every shot, but as your attorney, I highly recommend it! All players do not have to designate their club until they hit it. (if the first player hits a good shot, the remaining players may select their club when they get to the ball)

Section 8. For the "Missing Person Hole", each person (all 4) hits from the tee. Whoever hit the chosen shot (in this case off the tee), will NOT hit the next shot. The hole is played in this method until the ball is in the cup. Only three people should hit every shot after the drive. (If you use your throw on this hole, all four players are allowed to throw)

Section 9. NEW! For the "Reverse T-Bone Drive" hole, an opposite handed drive is required off the tee by all members. The drivers will be provided on the tee and all players must use these provided drivers. No other drivers will be allowed on this hole off the tee. If you swing and miss, YOU ARE OUT. You are NOT allowed to take another swing. The opposite handed club must be used and swung opposite from your normal clubs. You must use the best drive using this method from which to play your next shot.

On the "OI' Tom Morris" hole, all shots off the tee must be played with the old wood driver provided. Additionally, a men's & women's long drive will be awarded for the longest drive in the fairway using these methods. Good Luck!

Section 10. NEW! For the “**Three Blind Mice Hole**”, all players except one must putt blindfolded (using the blindfold provided). Players may line up their putt with their eyes open, but must pull down the blindfold before they putt. A team member can be used to pull down the blindfold after lining up the putt. Choose one player only that will be allowed to putt with their eyes open.

Section 11. On the **Freddy “G” Memorial** hole, the closest chip shot or approach shot, off the green (must be off green & fringe – shots from rough only), to the pin is the winner. Use the Marker provided. (Can be fairway approach or chip, but must be played from off the green)

Section 12. On the par 3 “**Feast or Famine**” hole, all participants that have paid to enter and then land their ball safely on the green (Fringe NOT included) shall mark their name on the provided marker. These individuals will share the pot. You are guaranteed at least your money back if you hit the green.

Section 13. All Par 3 holes are “**Closest to the Pin**” holes. Only balls hit with the first shot from the tee qualify. If you swing and miss on your first shot, you cannot qualify. If you beat the present location, add your name and mark the spot with the marker provided.

Section 14. On the **Longest Drive** hole, the ball **MUST** be in the fairway on the drive from the tee box. The one club rule does not apply. Add your name and mark the spot with the marker provided, if you beat the present location. (You Beast!)

NEW! A separate men’s & women’s prize will be awarded, so please mark the appropriate marker provided

Section 15. For the “**Shortest Drive Hole**”, you must choose the shortest drive off the tee (of all the team members) from which to hit your next shot. The shortest shot will be determined by the LEAST amount of distance between the tee marker and the ball. The ball with the least amount of distance **MUST** be used, even if the is OB, lost or in a hazard. **BE CAREFUL!** This requires **ALL** players to hit a playable shot.

Section 16. The “**Longest Drive in the Rough**” requires you to choose the longest ball in the rough from your drive. The ball chosen **MUST NOT** lay on the fairway. The ball **MUST** be in the rough, sand trap, hazard or lost (any penalties incurred normally, must be counted). If no ball is in the rough after the drive, you may take the longest drive in the fairway with a one stroke penalty (you will be hitting your third shot from the fairway). **BE CAREFUL!** Make sure at least one ball is in the rough! (Hint: You can use your throw to throw a ball in the rough too!)

Section 17. USGA rules are in effect except where noted. (Including the 14-club rule!)

Common rule infractions;

- No more than 14 clubs in your bag is allowed. This **INCLUDES** the putter.
- All balls on the green must be putted with a club and not “pool cued” (except when required by the rules)
- Any shots Out of Bounds (OB) will be a loss of stroke **AND** distance. (OB will be marked by white stakes and/or listed on the venue scorecard)
- Lateral hazards (red stakes) – you may drop the ball into play anywhere on line to where the ball last crossed the hazard, no closer to the hole.
- You are not allowed to ground your club in a hazard (Sand trap or anywhere the ball lies within a red staked area)

Section 18. Two tee shots from each team member must be used during the round. Par 3’s can be included in this count. An area has been included on the official scorecard to mark whose tee shot you use. Mark the initials of the person under the “Drive” column on each hole. All holes **MUST** be marked or the team will be **disqualified**.

Section 19. Ties for the winner of the Yoot Shoot will be determined by hole-by-hole score regression of the last round played. The tying teams scores will be compared starting at the lowest handicapped hole to the highest handicapped hole. (The first team to have a lower score on a particular hole than any of the other tying teams wins) For example, 3 teams tie. All three shot a score of 4 on the #1 Handicapped hole. (no winner) Two teams shot a score of two, and one team shot a score of 3 on the #2 Handicapped hole (no winner, The team with the score of 3 is out). One team shot a score of 4, and one team shot a score of 3 on the #3 handicapped hole. The team that scored 3 wins the Yoot Shoot!

Section 20 Remember, you are playing for the honor of Drinking from "Lord Yoot's Cup" Play fair! Anyone caught cheating will be disqualified from the competition.