

November 20, 1990

James L. Yeatrakas  
106 Coral Reef Dr.  
Goose Creek, SC, 29445

United States Golf Association  
Golf House  
Far Hills, New Jersey 07931  
Attn. Mr. Zirpoli Jr.

Dear Mr. Zirpoli:

In reference to your letter to me, dated Nov 12, 1990, I am more confused then ever.

In your first sentence you declare that "The distinction between playing for prize money, which violates the Rules of Amateur Status and gambling, which does not,..." appears to be in complete opposition to Rule 1-12 CONDUCT DETRIMENTAL TO GOLF, stating "any conduct, including activities in connection with golf gambling, which is considered detrimental to the best interests of the game".

I have enclosed an opinion from the Attorney General's office of the State of South Carolina concerning competing in a team golf match for cash. The bottom line is that the activity described in my query to you dated 5 November is legal, not just in this State, but in all states. If the activity described is legal, then I had assumed it was not "detrimental to the game of golf" nor did it "threaten the integrity of the game". Which brings us back to my original query, to which you have asked me five questions.

I was of the opinion that the section titled USGA POLICY ON GAMBLING paragraph three, clearly defined the differences associated with "golf wagering" and playing for "Prize money". Players competing for their own money, not a penny from ANY outside source, was considered "golf wagering" and not playing for "prize money".

To respond to your questions:

"How much are the cash prizes you award?"

First, I did not award any money. The money collected from each individual was \$5.00 for the purse. All money collected for the purse was given to the winners. No other money was collected or distributed from any outside source to add to the purse. No other prize or award was given.

1.) If "golf wagering" is acceptable to the Rules of Amateur Status and to the laws of all States, is there a limit placed on how much money may be wagered?