

Bag Tag Rules

Purchasing

- Tags may be purchased at any time and are only valid for the calendar year printed on the tag.
- Tag purchasers will receive the lowest numbered tag that is currently available.
- Lost tags will require the purchase of a new tag. The player will receive the next available tag.
- To be eligible for the full ace pot payout, the tag must have been purchased prior to hitting the ace.

Play

- Automatic challenge occurs during any standard scoring singles league.
- Card grouping will be done by Bag Tags whenever possible.
- Challenges for tags can occur at any time, provided a minimum of 2 players agree to the challenge. Challenges must be completed on the agreed upon course and during the same round of play.
- You are allowed to refuse a challenge at tournaments. However, continually refusing challenges is outside the spirit of tag competition. If a player is perceived to be consistently avoiding challenges, other participating players may bring this to the attention of the group for discussion and potential encouragement to participate more actively.
- Tags will be exchanged at the end of each round. The player with the lowest score receives the lowest numbered tag available from the tags in play.
- In the event of a tie score, the player with the lower tag number before the challenge will receive the lower tag number (and subsequent tiebreakers follow the same logic).
- Any League Challenges take precedence over any challenge from another card. You must settle with your league challenge first.
- If a player is not present when tags are distributed at the end of the round, or DNF's, they will automatically receive the last (highest numbered) tag available.
 - If a player leaves early for any reason it is courtesy to other participants to leave your tag at the event so it can be included in the end of round distributions.

Dispute Resolution

- Any disputes regarding tag play will be resolved by the TD (Tournament Director). If the dispute involves the TD, it will be resolved by group consensus of the participating players.

