

2008 Bay Valley Wednesday's Hook & Slice Golf League

League Fun Night - Ambrose Scramble

Proximity markers on every hole (paying \$10 each/team) as follows:

- | | | | |
|----|--------------------------------------|----|------------------------------|
| 1. | Longest Putt | 6. | Closest 3 rd Shot |
| 2. | Longest Drive | 7. | Closest To Pin |
| 3. | Closest 2 nd Shot | 8. | Longest Drive |
| 4. | Closest to 150 marker (not the post) | 9. | Longest Putt |
| 5. | Closest To Pin | | |

Our league rules will govern play for Fun Night and we will play from the blue tees.

Play as 2 man team with your partner. Each player hits own ball from tee box. The best shot is chosen and each member then plays from that spot. This continues until the hole is finished.

A 6 inch partner drop (not a club length) - no closer to hole and must remain in the same element (rough, fringe, fairway, hazard).

If ball to be played from a bunker, may rake and **place** ball after partners shot.
If ball to be played from hazzard, must **drop** ball and play as it lies (no bump).

One team reload from tee box (excluding par 3's).

You will use your team 9 hole handicap listed on the bottom of your card multiplied by 70% and divided by 2 (rounded down) to determine your scramble handicap. (ex. If your team handicap is 16, multiplied by 70% equals 11.2, divided by 2 equals 5.6, rounded down equals 5.)

Total score minus Ambrose handicap will yeild net score. In the event of tie, we will compare the scores on 1-9 handicapped holes.

Please Keep Pace - Play Ready Golf!

Best of luck and play well!