

## 2009 Bay Valley Wednesday's Hook & Slice League

### *League Summary*

	Avg	HC	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Jon Fischer	45	7	44	47	44	42	41		45	51	45	46	44		46	54	39	46		46	40	
John Goidosik	48	7	47	51	52		49	49	43	47	55		56	44	44		42	47	45	55	44	
Tris Speaker	42	4	45	48	42	42	44	37	42		43	39		44	45	45	40	43	40	41	39	
Rob Weaver	46	7	47	51	52	51	49	41	42	47	46	44			45	45	52	43	45	41		
Ken Felch	47	11	48	49	49	48	44	44	41	54	46		48	46		50	47	49	48	44	51	
Bill Haire	50	10	56		55	48		46	50		53	57			48	51	43			50	43	
Ron Hayes	50	12	45	46	53		51	50	50	59	49	46	56	46	50		53	48	49	51	53	
Mike Wagner	48	9	47	48	51		48	46	45	50	51	51	46	48	45		40	56	40		53	
Matt Bader	45	6		48	43	45	50	48	41	42	46	42	42	53	46	48	47		39	38	43	
Greg Wild	47	9	46	43	52	48	48		41	45	46	46						46	45	57	48	
Ben Escamila	46	9	48		45	46	43	43	47	46	42	53	46	48	43	50	44	54	42	47	47	
Jason Mallory	44	6	47	45	45	48	41	45	44	42	46	47	37	39	43	42	41	42	45	45	44	
Chris Douglass	40	4		39	40	39	43	37	41	36	37	43	37	38		39	43	42	40	45		
Tim Fickes	44	5	50	45	51	50	37	46	46	42	41	49	42	41	39	43	42	40	42	42	41	
Bob Markle	45	8	42	50	54	47	42	42	44	40	48	49	47	43	44	49	42	45	45	49	41	
Tim Markle	43	4	45	47		48	43	51	46	44	40	40	40	45	44	43	40	39	41	39	43	

### League Fun Night - Ambrose Scramble

1 <sup>st</sup> Place = \$100	5 <sup>th</sup> Place = \$60
2 <sup>nd</sup> Place = \$90	6 <sup>th</sup> Place = \$50
3 <sup>rd</sup> Place = \$80	7 <sup>th</sup> Place = \$40
4 <sup>th</sup> Place = \$70	8 <sup>th</sup> Place = \$14

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

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

Partner drop (with in a club length) - no closer to hole and must remain in the same element (rough, fringe, fairway, hazard). Ball on green must be played from same spot.

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 it as it lies (no bump).

At least 3 tee shots of each person on the team must be used.

One team reload from tee box (excluding par 3's), (only one person from team may use, not both).

Your team handicap listed on the bottom of your card was arrived at by taking your last 6 rounds played, throwing out the high and low, averaged, deduct par, multiplied by 85% and then divided by 4 (rounded down) to determine your team scramble handicap.

Team #	Team Hdcp.	Ambrose Hdcp.	Team #	Team Hdcp.	Ambrose Hdcp.
1	14	3	7	15	3
2	11	2	8	15	3
3	21	5	9	9	2
5	21	5	10	12	3

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

**Please Keep Pace - Play Ready Golf!**