2011 R/S League Fun Night Scramble!

I took the league and sorted them by handicap and average.

I then took the highest handicap player and paired with the lowest handicap player, continuing until all pairings were made. I then took the first tee time so I can collect scorecards as everyone finishes!

4:00	Fickes, Tim Hauffe, Pete VanDongen, Jon Douglass, Matt	4:18	Hohwart, Todd Murrell, Mack Kipfmiller, Jeff Saltmarsh, Dave	4:36	Kelly, Danny Crandell, Don Beyer, Brad Seamer, George	4:54	Kelly, Roger Hammond, Tom Rousseau, Charlie Lear, Jim
4:09	Schultz, Arnie Thurston, Shaun Raymond, Randy Miner, Mike	4:27	Portner, Carl Washburn, Cart LaPan, Dan Kelly, Brian	4:45	Douglass, Chris Diehl, John Watkins, Steve Wheeler, Jay	5:03	Brandt, Otto Bourdow, Dan Klemish, Jason Keith, Rick

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

Play a 4 man team scramble. 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 hazard, must **drop** ball and play it as it lies (no bump).

At least 1 tee shot of each person on the team must be used.

Each person gets one reload that can be used anytime, but you cannot use reloads consecutively. (ex. Everyone putts and misses, one person can use their reload to putt again. Nobody else can use their reload for same putt.)

3-Man Team, everyone gets 3 relaods that can be used anytime, no rotating for missing man!

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$160
1st
2nd
     =
         $120
         $100
3rd
     =
         $80
4th
     =
5th
         $60
     =
         $40
6th
7th
         $20
     =
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8th = ZIP-ZERO-ZILCH-NOTHIN-NADA-Thanks For Playing!!!

Proximity markers on every hole as follows:

- 1. Longest Putt
- 2. Closest To Pin
- 3. Closest 2nd Shot
- 4. Longest Putt
- 5. Closest to 150 yd. stake

- 6. Closest 3rd Shot
- 7. Longest Drive
- 8. Closest To Pin
- 9. Closest 3rd Shot