

# 2017 R/S League Fun Night Scramble!

Fun Night prize money of \$253 + \$30 (skills not won) +\$72 (Blind) + \$90 (skills\*\*).

\*\*Because of playing in shotgun format, we won't have Proximity markers, it will be included in the payouts.

## **4:30 PM SHOTGUN START from clubhouse, to be at your tee and off by 4:45 at the latest!!**

4 Man Teams and our league rules will govern play for Fun Night. Use The Sawmill scorecard.

Hole #1: Gold Tee: Play individual ball (stroke play). Take total of 2 best players scores.

Hole #2: White Tee: Regular Scramble. Take best shot, all play from there.

Hole #3: Red Tee: Reverse Scramble: Take worst shot, all play, take worst shot, continue. First putt in is good or take worst putt. "Worst" is OB/lateral hazard/lost/bunker/furthest/etc... You get the idea!

Hole #4: Black Tee: Regular Scramble.

Hole #5: Red Tee: Play individual ball. Take total of 3 best players scores.

Hole #6: Blue Tee: Regular Scramble.

Hole #7: Gold Tee: Shamble. Scramble off tee, play individual ball (stroke play) from there. Take total of 2 best player scores.

Hole #8: A player=Blue Tee, B=White, C=Gold, D=Red Tee: Play individual ball. Take 2 best player scores.

Hole #9: White Tee: Step aside/watch scramble.

- Regular scramble from tee box. Best shot is selected and team moves there.
- The golfer whose shot was selected must **STEP ASIDE/WATCH** his team's next shot.
- The 3 players scramble from that spot. Best shot is selected and that player must step aside. The guy whose drive was used is back in...A player only **Watches** for the one shot following their selected shot.
- This process continues until the ball is in the hole, with one person having to **watch** each shot (ie. only 3 players play each shot/putt except for the tee shot).

Each player gets **one** reload that can only be used from tee box.

I took the highest handicap player and paired with the lowest handicap player, continuing until all pairings were made.

#4 A-Pat Doolan  
B-Steve Dewald  
C-Jeff Kipfmiller  
D-Dave Fiant

#3 A-Todd Hohwart  
B-Garrett Geisenhaver  
C-Carl Portner  
D-Randy Raymond

#1 A-Tim Fickes  
B-Otto Brandt  
C-Ben Simon  
D-Mike Pomaville

#2 A-Rick Keith  
B-Kris Agnew  
C-Randy Vollmer  
D-Ed Quaderer

**If there is a no-show player, you just have to be a 3 man team.**

- The player that is a no-show should get some serious guff for leaving you in this predicament!
- You get 6 tee box reloads, (each person gets 2 reloads).
- You get 3 putt reloads but they cannot be used consecutively, (each person gets 1 reload). (ex. everyone putts and misses, one person can use their reload to putt again. Nobody else can use a reload for same putt.)