

# 2019 R/S League Fun Night Scramble!

Fun Night prize money of \$496 + \$30 (skills not won) + \$6 (sub skin carry over) + \$90 (skills\*\*).

1<sup>st</sup> = \$140, 2<sup>nd</sup> = \$120, 3<sup>rd</sup> = \$100, 4<sup>th</sup> = \$80, 5<sup>th</sup> = \$60, 6<sup>th</sup> = \$40

\*\* Hole #5 Closest 2<sup>nd</sup> Shot Hole #6 Closest 3<sup>rd</sup> Shot Hole #7 Longest Putt Hole #8 Closest to Pin. \$20/ea.

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

Hole #4	Mike Pomaville	6	Hole #3B	Brian Kelly	6	Hole #1A	Tim Fickes	6
	Randy Raymond	6		Steve Dewald	7		Otto Brandt	7
	Brad Beyer	9		Kris Agnew	8		Matt Douglass	8
	Carl Portner	11		Chris Smolarek	11		Randy Smith	11
Hole #3A	Arnie Schultz	4	Hole #2	Dave Sanders	6	Hole #1B	Todd Hohwart	4
	Randy Vollmer	7		Roger Kelly	7		Rick Keith	8
	Jeff Kipfmiller	8		Dan LaPan	9		Bill Irish	8
	Charlie Rousseau	15		Dave Fiant	11		Andy Alexander	16

Our league rules will govern play and we will play from “**YOUR**” Tees. Use The Sawmill scorecard.

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

If ball to be played from a bunker, may lift, rake and place ball.

If ball to be played from within a penalty area, 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.)

\*\*\*\*\*

**If there is a no-show player, make a 3 man scramble team. No rotating for missing man...**

You each get 2 tee box reloads and you still need at least one tee shot from each player.

You each get 1 approach reload.

You each get 2 putt reloads but they cannot be used consecutively, (ex. Everyone putts and misses, one person can use a reload to putt again. Nobody else can use a reload for same putt.)

**The guy who does not show should have to buy the team a round or maybe the whole league!!!**