

SRP GOLF ASSOCIATION

Oakwood

Two-Person Scramble

SRPGA GOLF TOURNAMENT

Saturday, December 6, 2003

Sign-up Deadline:

Wednesday, November 26, 2003 5:00 PM



- Fees:**
- Play \$55 per player (includes green fees, prize fund, skill prizes, cart, range balls, and tax)
 - Team Each team pays an initial \$50 for itself. After the banquet dinner, a live auction will be held. Bidding increments for teams must be at least \$10.
Auction *For example, the first bid for a team in the live auction must be at least \$60.*
 A notice will go out with a team pairings sheet around December 1, 2003.
 - Carts Included.
 - Skins \$10 per team (optional). Sign up at the pro shop before the round and pay after you play.

Format: Louisiana Scramble (see attached sheets). **8:00 AM shotgun start.** Please arrive 45 minutes prior to start. This is a CLOSED tournament, so only SRPGA members with established handicaps may play.

Note: Team handicapping is the same as last year (see attached sheets).

Directors: Kirk Hooper, EVS104, 602-236-6206
Nolan Fletcher, WVS 204, 809-7959

Additional copies of this flyer are available on our web sites at <http://srpgolf.com>

Pro and Location: Kevin Connole, 480-895-1159
9532 East Riggs Road
Sun Lakes, AZ 85248

How to Get There

From PAB, take I-10 south to Riggs Rd. Go east to Robson Blvd. Go north about one mile to the clubhouse and pro shop. Maps On Us says their address is about 20.2 miles from PAB, and estimates about 30 minutes to get there from PAB. (<http://www.1.MapsOnUs.com>).

Driving Range: Grass; no restrictions

❶ Pairing:

Indicate your team member.

❶ T. Smith, T. Jones	2001-91
_____ 19 _____	
PAY TO THE ORDER OF	❷ Project Golf Association \$ 55
_____ DOLLARS	
❸ Oakwood	_____

Pay by

CHECK ONLY,
absolutely no cash.



Send to:

Kirk Hooper
EVS104
or, P.O. Box 52025
Phoenix, AZ 85072-2025

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- ② Pay to: *Project Golf Association or SRPGA*
 - ③ Tournament: Put Oakwood on the check.

NOTES: Dress code in effect. No denim jeans or denim shorts. Collared shirt. Soft spikes only.
Restaurant does not open until 9 AM on Saturday.

SALT RIVER PROJECT GOLF ASSOCIATION

Two-Man Louisiana Scramble Golf Tournament Rules

The tournament will be played as two-person teams, best ball, stroke play. Each team records only one score per hole on their card.

Tee shot. The two partners each hit a tee shot.

Next shots. The partner with the poorer drive moves his ball to the spot (within one club length) where his partner's ball stopped. [NOTE: It is *not* mandatory for one partner to move his ball to the other's location.] They both hit their second shots from this more desirable location. After they have hit their second shots, they again select the best location of the two and both hit from there and hit third shots. This procedure continues until one team member is in the cup.

Picking up. The other partner may pick up unless he can still improve the team score.

Putting tips. Before putting, a marker should be placed next to your ball in case you miss the putt, in which case your partner would try from the same spot. You may also "tap in" a putt to speed up play instead of marking—your partner can still improve the team score; no penalty.

Improve Lies. Lies may be improved one club length anywhere on the course *except in hazards, OB, or on greens* (cannot bring back in bounds if you are one club length out of bounds).

Hitting order. Either partner may hit first on any given shot or putt.

An example of play. Both partners hit a tee shot on a 200-yard par 3 hole. Sam hits his tee shot onto the green 20 feet from the pin. Partner Dave hit into the greenside trap. Dave picks his ball out of the trap while Sam eye's the putt. Sam misses the putt and taps it in. Dave then eye's the same 20 foot putt and makes it, improving the team score to 2, which is the score marked on the card for that hole.

Out of bounds. Shots out of bounds or in water hazards cost you nothing unless your partner is also in trouble on the same shot. You *cannot* improve your lie out of bounds by one club length so you are in bounds.

Handicaps. Refer to the following sheet titled 2003 Oakwood Scramble Handicapping for details on team handicap calculations.

Live Team Auction

A live team auction will be held after the dinner at the Annual Banquet. Winning bidders need to be present at the banquet to pay for the team. You may bid on any team you want, including your own, and on as many teams as you want. If someone else is successful in buying your team, you have the right to purchase one-half interest by paying them one-half of what they had to pay for your team. This one-half purchase right must be exercised before the tee time of the owner(s) of record. If the team you own finishes first or second, you receive a portion of the pool (see note below). Only the owner of record is paid—you must collect from the owner if buying a team as a group.

Bidding. All teams are required to pay \$50.00 into the calcutta pool. This is considered the first bid for the team. Bidding increments must be a minimum of \$10.00. For example, the second bid must be *at least* \$60.00. If the second bid was \$60.00, then the third bid must be *at least* \$70.00. The highest bidder must pay cash or check immediately.

Payout. Each flight pool is distributed to the owner of record of the first and second place teams on a 70-30 percent basis. **Ties:** If two teams tie for first place, scorecards will be matched to determine the winner and second place. If more than two teams tie, the pool for that flight will be divided equally among the tied teams. In case of ties for second place (with no ties for first), the 30 percent of the flight pool is divided equally among the tied teams.

2003 Oakwood Scramble Team Handicapping

The table below shows how the team handicaps are derived. The Team Golf International Challenge Golf Tournament uses this system in an attempt to “level the playing field” for randomly selected teams (i.e., no requirements for A, B, C, or D team members).

Teams can use a maximum 10-stroke difference between team members, based on the lowest index of the two players. Team member indexes are then combined and the handicap determined from the table.

Example: Player 1 has a 10.5 index and Player 2 has a 23.5. The team can use only a maximum of 10 strokes from Player 2’s handicap, so their combined index is 31 ($10.5 + 20.5 = 31$). From the table below their team handicap is 7.

Team members' combined USGA Index	Team Handicap
80.0 – 83.9	20
76.0 – 79.9	19
72.0 – 75.9	18
68.0 – 71.9	17
64.0 – 67.9	16
60.0 – 63.9	15
56.0 – 59.9	14
52.0 – 55.9	13
48.0 – 51.9	12
44.0 – 47.9	11
40.0 – 43.9	10
36.0 – 39.9	9
32.0 – 35.9	8
28.0 – 31.9	7
24.0 – 27.9	6
20.0 – 23.9	5
16.0 – 19.9	4
12.0 – 15.9	3
8.0 – 11.9	2
4.0 – 7.9	1
3.9 and lower	0