

SRP GOLF ASSOCIATION

Oakwood Golf Club

Two-Person Scramble

SRPGA GOLF TOURNAMENT

Saturday, December 8, 2007

Sign-up Deadline:

Wednesday, November 28, 2007 5:00 p.m.

(No late entries will be accepted)



Fees:	Play	\$85 per player (<u>includes individual scramble fee(\$30.00)</u> , green fees, prize fund, skill prizes, cart, range balls, and tax)
	Team	There will be no live auction this year. Each team will pay \$60 into the pot. The pot will be split as evenly as possible between flights.
	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 a.m. shotgun start.** Please arrive 45 minutes prior to start. This is a CLOSED tournament, so only SRPGA members eligible to be flighted may play.

Directors: Tom Copeland, 480-839-0382
George Hinz, 480-345-8759

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

Pro and Location: Bobby Pancratz (Tour. Director),
480-895-1159
24215 S Oakwood Blvd
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://www1.MapsOnUs.com>).

Driving Range: Grass; no restrictions

❶ Pairing:

Indicate your team member and playing group.

❷ Pay to: *SRPGA*

❸ Tournament: Put Oakwood on the check.

Pay by ONLINE or PHONE
TRANSFER (see attached directions)
OR CHECK, absolutely no cash.



Send CHECKS to:

Bill Santucci
XCT317
or, P.O. Box 52025
Phoenix, AZ 85072-2025

NOTE: Dress code in effect. *No denim jeans or denim shorts.*
Collared shirts and soft spikes only.

Two-Man Louisiana Scramble Golf Tournament Rules

The tournament will be played as a two-person team scramble. 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 (s)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* (you cannot bring a ball back in bounds if you are 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 that you are in bounds.

Handicaps: These will be calculated based on each player's course handicap according to USGA recommendation. The team handicap will be the sum of 35% of the A-player handicap and 15% of the B-player handicap.

Payout: Each flight pool is distributed to 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 for **first**, the pool for that flight (100 percent) will be divided equally among the tied teams.
- If no teams tie for first, but there are ties for **second** place, the second place prize (30 percent of the flight pool) is divided equally among the tied teams.