## Quality Source Golf League Fun Night June 17, 2009 4 Man (9 Hole) Scramble Tournament

**PROGRESSIVE TEE BOX RULE:** All teams start from the Black Tee Box on hole number one. The team will move up a tee box or back based on your score on the previous hole:

- **Eagle** -- move back 2 "tee box colors".
- o **Birdie** -- move back 1 "tee box color"
- **Par** -- play from the same color tee box as the previous hole.
- **Bogie or worse** -- team shall move FORWARD 1 "tee box color" to start the next hole. (where possible) The SILVER TEES are as far FORWARD as a team can go.

Team A	4:45	Е	Eric Liudahl Dave Shapland Ryan Wulfekuhl Bill Bianco
Team B	4:52	-4 (1 <sup>st</sup> )	Barry Phipps Roger Edgar Clark Osborn Dave Hug
Team C	5:00	-3	Jerry Evans Brian Sivertson Allen Frisbie Mike Hayes
Team D	5:07	-4 (2 <sup>nd</sup> )	Mark Deane Josh Farris Dave Miszuk Ed Muth
Team E	5:15	-1	Gary Nabity Chris Horihan Tim Orr Jeff Stillinger
Team F	5:22	Е	Matt Fundus John Donovan Derek Pierce Marty Schiermann
Team G	5:30	-3 (3 <sup>rd</sup> )	Dave Engdahl Nick Kelley Chuck Shanahan TJ Corey

**Team Composition:** Teams were put together based on league handicaps of registered team players and from their respective handicaps prior to June 3, 2009. In the event that two players from the same "league team" landed on the same "fun night team", they were separated with the next handicap player down so that all four players on the "fun night team" are from different "league teams".

## **General Rules:**

- League Rules Apply.
- Play starts at the **Black tee box** of hole number one.
- The team then QUICKLY selects the best tee shot. The "selected shot". The other three shots will be QUICKLY picked up and placed near the "selected shot" per the rules below.
- The entire team will play the next shot/putt from the "selected shot" location.
- Play proceeds in this fashion until the ball is holed out.
- The team then records one score for the hole.
- In the event no "selected shot" is preferred...League Rules Apply
- NO MULLIGANS
- NO GIMMES
- NO TAP INS. If a player taps a ball into the hole prior to the other players on his team taking their sequential order of shots/putts, the hole is over and the score recorded. The shots/putts of the other players are automatically forfeited.
- Balls must be played within one club length of the "selected shot" location and no closer to the hole.
- Balls may NOT be moved out of a hazard with the "one club length" rule. If the "selected shot" resides in a hazard, all players must play from the hazard.