




Quality Source Golf League Fun Night
June 23, 2010 – White Nine
4 Man (9 Hole) Scramble Tournament

PROGRESSIVE TEE BOX RULE: All teams start from the Black Tee Box on Hole #1. The team will then move up a tee box or back based on your score on the previous hole:

- **Eagle** -- move back 2 “tee box colors”.
- **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	Time	Score	Player	Hcp
Team A	4:45	-1	Jerry Evans	3
			Ryan Wulfekuhl	10
			Rick Derry	11
			Bill Bianco	24
Team B	4:52	-1	Marty Furjanic	5
			Dave Shapland	10
			Bill Frisbie	11
			Jake Popish	23
 Team C	5:00	-4	Matt Weddell	5
			Clark Osborn	9
			Dave Miszuk	12
			Troy Engel	21
Team D 		-3	Gary Nabity	6
			Josh Farris	8
			Cam Acker	11
			Derek Pierce	17
Team E	5:15	-1	Matt Fundus	6
			Roger Edgar	8
			Tim Orr	15
			Scott Madsen	17
Team F	5:22	-1	Nick Kelley	7
			Chris Horihan	8
			T.J. Corey	16
			T.J. Corey	16
Team G 	5:30	-3	John Donovan	7
			Dave Engdahl	8
			Doug Peterson	16
			Ed Muth	16

Team Composition: Teams are arranged based on league handicaps of registered team players and from their respective handicaps (high, low, and two in the middle). In the event that two players from the same “league team” landed on the same “fun night team”, they were separated with a nearby player 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 (within a club length) the “selected shot”.
- 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. Putts must be on the “spot”.
- 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.