

## QUALITY SOURCE FUN NIGHT 2-MAN PROGRESSIVE SCRAMBLE SHOTGUN START AT 5:00PM ON SEPTEMBER 8, 2010

Hole/ Tee	Player No.	Name	Hcp	Team No.	Team Handi	Team Gross	Team Net		
Mako @ 5:00pm 1a	1	Nick Kelley	5	Team 1	3	35	32		
	2	Dave Engdahl	7						
	22	Josh Farris	5	Team 11	5	39	34		
	21	Doug Peterson	16						
Mako @ 5:00pm 1b	25	Barry Phipps	2	Team 13	1	31	30	2nd	
	na	Ryan Potts	0						
	13	Brian Sivertson	14	Team 7	9	40	31		
	30	Jake Popish	21						
Mako @ 5:00pm 2	7	Jerry Evans	2	Team 4	2	34	32		
	8	Marty Furjanic	5						
	20	Allen Frisbie	11	Team 10	9	37	28		1st
	19	Bill Bianco	26						
Mako @ 5:00pm 3	9	Gary Nabity	6	Team 5	5	37	32		
	10	Scott Madsen	13						
	23	Matt Weddell	2	Team 12	3	35	32		
	24	Cam Acker	9						
Mako @ 5:00pm 4a	17	Ryan Wulfekuhl	8	Team 9	4	39	35		
	18	Roger Edgar	9						
	16	Dave Shapland	7	Team 8	4	39	35		
	15	Rick Derry	10						
Mako @ 5:00pm 4b	4	John Donovan	6	Team 2	4	41	37		
	3	Chris Horihan	9						
	27	Ed Muth	14	Team 14	8	47	39		
	28	Tim Orr	16						
Mako @ 5:00pm 5	12	Eric Liudahl	3	Team 6	3	34	31	3rd	
	11	Matt Fundus	7						
	40	Dave Galloway	14	Team 3	9	44	35		
	6	Jeff Stillinger	21						

### TEAM STANDINGS

Place	Team	Points
1 <sup>st</sup>	13 Barry Phipps Dan Goaley	78.5
2 <sup>nd</sup>	4 Jerry Evans Marty Furjanic	72
3 <sup>rd</sup>	5 Gary Nabity Scott Madsen	66.5
4 <sup>th</sup>	12 Matt Weddell Cam Acker	64
5 <sup>th</sup>	9 Ryan Wulfekuhl Roger Edgar	63.5
6 <sup>th</sup>	8 Rick Derry Dave Shapland	62.5
7 <sup>th</sup>	1 Nick Kelley Dave Engdahl	61.5
8 <sup>th</sup>	6 Matt Fundus Eric Liudahl	58.5
9 <sup>th</sup>	2 Chris Horihan John Donovan	53
10 <sup>th</sup>	11 Doug Peterson Josh Farris	38
11 <sup>th</sup>	7 Brian Sivertson Troy Engel	38
12 <sup>th</sup>	3 Dave Miszuk Jeff Stillinger	38
13 <sup>th</sup>	14 Ed Muth Tim Orr	37.5
14 <sup>th</sup>	10 Bill Bianco Allen Frisbie	24.5

Note: Player number > 28 indicates a sub.

An "n" followed by a number (i.e. n69) indicates a score that will not be used for handicapping purposes, although you may earn points.

New Handicap pertains to the next week.

Created On: 9/9/2010 at 10:10 AM

**Quality Source Golf League**  
**End of the Year Fun Night**  
**September 8, 2010**  
**2-Man Progressive-Tee Scramble**

**Team Composition and Handicapping:** Teams consist of your normal teams. Subs are allowed, but they must have a handicap established with the league to be eligible for any competition. The handicap for the team will be the average of the two players, divided by two  $[(h1+h2)/4]$ . The handicaps are rounded appropriately, if the result was not an integer.

**Progressive Tee Rule:** All teams start from the Black Tee Box on their assigned holes. The team will move up a tee box or back based on your performance on the previous hole:

- **Eagle** -- move back two (2) “tee boxes”.
- **Birdie** -- move back one (1) “tee box”.
- **Par** -- play from the same tee box as the previous hole.
- **Bogie or worse** -- team shall move FORWARD one (1) “tee box” (where possible). The SILVER TEES are as far FORWARD as a team can go.

*Please help the other team watch all tee shots, even though you maybe playing from another tee.*

**General Rules:**

- League Rules Apply.
- Your tee times are shown on the “Preview Sheet”.
- Following the tee shots, the team QUICKLY selects the best shot. This is referred to as the “selected shot”. The other shot will be picked up and placed near the “selected shot”, per the rules below.
- Both players will play the next shot/putt from the “selected shot” location. Off the green, balls must be played within one club length of the “selected shot” location, no closer to the hole, while staying within the original lie (i.e. rough, sand, hazard, etc...). On the green, the ball must be played from the selected shot’s exact position.
- Play proceeds in this fashion until the ball is holed out.
- The team then records one score for the hole.

**Friendly Competition (Optional)\*:** A \$10 per team donation to be split among the top three net scores. (50% - 35% - 15%)

*\* Both players must have a league handicap to compete.*