

Prime Source Golf League Fun Night June 18, 2014 – Red Nine 4-Man Progressive Scramble Tournament

Time	Num	Player	Handi	Team
4:45	66	Jeff LaMontagne	1	8
		Mike Hayes	11	
	13	Mitch McDermott	11	
			8	
			31	
4:42	12	Eric Liudahl	3	8
	17	Roger Edgar	9	
	14	Greg Haer	11	
			8	
			31	
5:00	7	Jerry Evans	3	11
	9	Gary Nabity	9	
	15	Rick Derry	13	
	22	Jeff Bothwell	18	
			43	
5:07	8	Marty Furjanic	4	11
	30	Clark Osborn	8	
	31	Chuck Shanahan	15	
	21	Doug Peterson	18	
			45	
5:15	24	Matt Weddell	5	12
	4	John Donovan	8	
	19	Troy Poledna	15	
	52	Jake Popish	18	
			46	
5:22	55	Tommy Thrash	6	12
	23	Josh Farris	7	
	59	T.J. Corey	17	
	28	Brian Leichner	17	
			47	
5:30	11	Matt Fundus	6	12
	18	Rick Kanne	7	
	33	Tim Orr	17	
	27	Ed Muth	17	
			47	

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 two (2) “tee box colors”.
- **Birdie** -- move back one (1) “tee box color”
- **Par** -- play from the same color tee box as the previous hole.
- **Bogie or worse** -- team shall move FORWARD one (1) “tee box color” to start the next hole (where possible). The SILVER TEES are as far FORWARD as a team can go (NO RED).

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”.

(Rules and league sort are provided on next page)

General Rules:

- League Rules apply.
- Everyone plays from appropriate tee box location.
- The team then QUICKLY selects the best tee shot. This becomes the “selected shot”. The other three player’s shots will be QUICKLY picked up and played NEAR the “selected shot”.
- NEAR is defined as one club length of that spot, while not changing the lie or moving closer to the hole.
- Once you are on the green, the “selected shot” is marked and all players must place their ball within a putter head width and no closer to the hole.
- Play proceeds in this fashion until the ball is holed out.
- The team then records one score for the hole.
- NO MULLIGANS.
- NO GIMMES.
- Balls off green must be played within one club length of the “selected shot” location and no closer to the hole.
- Putts must be played within a putter width of the “selected shot” and no closer to the hole.
- Balls may NOT be moved out of a hazard or particular grass cut with the “one club length” rule. If the “selected shot” resides in a hazard, all players must play from the hazard. If the “selected shot” is in the rough, all players must play from the rough.
- Three-man teams will alternate the “fourth” shot in a consistent rotating fashion.