

PCM9GA Tournament

Thursday January 10th, 2008

1:00 pm Shotgun

Eagles Nest – Back 9 Course



The PCM9GA will play a scramble tournament with a shotgun start. Please meet the Patio by the at Eagles Nest Pro shop at 12:30 PM to get your tournament scorecard, so that you can assemble in your assigned foursome and arrive at the assigned tee by 1:00 PM.

Rules of Play

GOLF SCRAMBLE RULES: (all golf rules shall conform to USGA Rules with allowance for local rules)

FORMAT: 9 hole Tournament - four person scramble tournament.

RULES: All rules interpretations will be handled and resolved by the local Pro. In the event of a tie, the Pro will determine by format.

1. The player with the lowest handicap on each team will be designated the Captain. He will be responsible for keeping the team score, and turning in the score card after play to club Pro. He is also responsible for any “on course” rulings as needed.
2. A scramble means that all four team members tee off on each hole and then decide which tee shot they like the best and mark the spot with a tee or ball marker.
3. The other team members pick up their balls and place them within one club length (no closer to the hole) of the marked spot. Each team member hits their next shot from the chosen spot of the prior shot.
4. This procedure is followed on every shot for the remainder of the hole, including putts. The ball should be marked on the putting green also. Putt must be holed.
5. Any team consisting of only 3 players: On the first hole, one team member will hit 2 tee shots. Both shots will be used to determine where to play the second shot. The second team member will then hit 2 shots from there. On the third shot the remaining third member will hit 2 shots. This rotation of the team members hitting a second shot will continue throughout the entire match.
6. Putts need to be made within 3 inches of the marked spot (no closer to the hole). The first ball to go in the hole is counted for the team score.
7. If the ball you choose to play is in a hazard (sand, water, etc.), the rough, or out of bounds, you can not drop the ball outside of the hazard or rough even if relief is within one club length away.
8. Each team must use at least one of each team members tee shots.
9. Tee off from the white tees.
10. There will be no mulligans.

GOLF ETIQUETTE:

1. Please smooth all marks made in Sand Bunkers.
2. Leave the putting green as soon as you have holed out.
3. Do not play until the players in front of you are out of range.
4. Balls may be cleaned on the green, and ball marks repaired prior to putting. You may not repair spike marks prior to putting