

Diedrich Agency

A VIZANCE COMPANY



MONDAY FOURMAN SCRAMBLE BLUE AND WHITE COURSES

Pay your "A" Player \$30 for Team Entry & Skins Game

"A" Player pays Mary \$120 total, for his foursome

Team Entry \$25 per player

100% Cash Prize Payout

1ST Place 50% 2ND Place 30% 3RD Place 20%

Skins Game \$5 per player

100% Cash Prize Payout

The Skins prize is awarded to the team with the lowest score on a hole. If two or more teams tie on a hole, no skins are awarded. There could be zero skins or there could be 18.

If there are no skins, the money will be donated to the United Way.

Tee Off ~ 9:00 am

Ground Rules:

- Two foursomes play together; exchange scorecards and keep opponent's score
 - Players Tee Blocks:
 - A & B Players – Blue Tee Blocks
 - C & D Players – White Tee Blocks
 - Choose the best of the four shots; all players hit their next ball from that spot
 - If the ball is in a hazard it must stay in the hazard
 - The ball can be moved no more than one club length
 - On the green the ball can be moved the length of one putter head
 - Hole out all putts - No Gimmes
 - **One Mulligan per player** - they cannot be traded to other teammates
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Lunch ~ served behind the Club House is included

Playoff ~ begins immediately after all groups are done

Dinner & Awards ~ begins immediately after playoff - upstairs Mascoutin