

2010
4 MAN GOLF
SCRAMBLE



Four Person Scramble: at Chalk Mountain Golf Course

Entry Fee: \$50 per person before 8 November 2010

(Payment must be dropped off at either the TMC: MSG Lopez or Range Control: SSG Matthews no later than 5 November 2010)

Includes: greens fee, cart, lunch and beverage

12 Nov 2010

8:00 Check-in

9:00 Shotgun Start

Prizes:

Trophies for: 1st, 2nd, 3rd place Teams

Prizes for Closest to the Pin, Longest Drive:



RULES:

- Men will tee from the Standard (White) Tees regardless of handicap.
- Woman may choose to hit from the Ladies tees, or may choose to hit from the Standard Tees.
- Normal rules of golf as well as local rules apply during play. Please obey all hazard and out-of-bounds markings.
- Each player tees off on each hole. The best of the tee shots is selected and all players play their second shots from that spot. The better of the second shots is determined, and then all play their third shots from that spot, and so on until the ball is holed.
- The score for each hole will reflect the number of shots to make it into the hole after using the best-shot choice.
- There will be a longest drive, longest putt, and closest to the pin prize on the designated holes, the winner awarded a prize at the lunch. Players that are closest to the pin or longest putt or drive will mark their name on the card provided at the hole or in the fairway. The longest drive must be contained by the fairway.
- We ask that all golfers respect course property. Let's make this a memorable event for all involved.
- Single players will be paired accordingly

LONGEST DRIVE

The longest drive will be hole **#15** for men and women. The small metal sign (w/card) will be available for golfers to write their name if their drive has exceeded the previous group's position. The drive must remain within the confines of the fairway to be counted.

CLOSEST TO THE PIN

The closest to the pin hole will be holes **#7** and **#14**. All four (4) golfers in each foursome have an equal opportunity to hit their ball as close to the pin as possible.