

Rules Of Play For 10-18-2014 LAS VEGAS 4 PERSON SCRAMBLE

1. Tourney format is team scramble format: All players will hit from the white tees. The team picks the best shot of the four. Each player will then complete the hole with their own ball and keep their individual score. If the ball selected is in the rough, bunker, fringe or hazard, the ball must be played from that condition, i.e. the rough, bunker, fringe or hazard. The team must use at least **one (1)** Tee shot from each player during the round, marked on the scorecard.
2. The team score will be a total of ***1 Low Gross*** score and ***1 Low Net*** score. “50%” handicaps will be used to determine the low net score. These scores will be added together for the team total score for each hole. Teams ***cannot*** use the same ball for both Gross and Net scores. Please keep your scores on both score sheets that are provided at the start of play. Both will be turned in at the end of play.
3. Ground Under Repair - GUR is not marked. Each group may decide if a ball in the fairway should be considered ground under repair, such as large bare areas in the middle of the fairway, etc.
4. Ties will split the prize money for the tied positions. Payoffs will be to over 35% of the field.
5. All local rules as published by LAGA are in effect. Any question about a rule, either get a ruling from the tournament committee or play the hole out with two balls and report to the tournament committee after play.
6. Tournament Committee: Mike Fitzpatrick, Wally Iverson, Paul Todesco, Gary Schuster. Have a question, ask one of them.
7. Thanks to Mike Fitzpatrick - Fore Score Golf for sponsoring Closest to The Pin prizes during our tournaments.