

Points and Winnings

Weekly Points:

- 1 point for “showing up” and playing
- 1 point for each skill prize won
- n points for placing that week (points are determined by low net—your score minus handicap; places awarded points may vary if participation is low.)

Place	1	2	3	4	5
Points	5	4	3	2	1

Tie Breakers. Players who tie for a weekly place will have their scorecards matched using hole-by-hole sudden death *gross* scores. If a tie remains after matching scores on all nine holes, the prize points for that place and the next place(s) will be combined and split evenly between the players.

- 2 players that place and the next place
- 3 players that place and the next two places
- 4 players that place and the next three places
- etc.

Players that tie on every hole in the nine holes and tie for the last prize place will split the last place prize.

Skill Prizes

Front nine holes:	If the back nine is played:
3 Longest Putt	11 Closest to Pin
5 Closest to Pin	14 Longest Putt
8 Closest to Pin	15 Longest Putt
9 Longest Putt	18 Longest Putt

Notes:

1. All long putts must be made from *on the green*.
2. Closest to the pin must be on the green and is only valid when it is made with your first tee shot.
3. Closest in two shots skill prizes only count when the stroke is truly your second stroke on the hole. If the first shot is out of bounds the skill prize attempt for the second shot is voided.

Prize Payouts. Each flight’s fund accumulates till the end of the session. The amount available for payout is the total of the weekly intakes.

The weekly intake is the number of golfers that pay into the prize fund minus the portion that goes to the skill prizes (\$25 total for the league per week).

The maximum number of places in a flight paid at the session’s end is six.

Of the flight’s total accumulated fund, a flight with six places will pay at session’s end:

First	25%
Second	21%
Third	18%
Fourth	15%
Fifth	12%
Sixth	9%

After Play

At the end of the round, please give the signed scorecards to either Becky Harsh, Tom Barnett, a designated other player, or a scorecard box if provided in the restaurant/bar area for you to place your group’s scorecard in.

Old Hole-in-One Fund

The legacy hole-in-one fund is being dissolved this year and the funds will go toward dinner after the scrambles.

Thanks and good luck!

Becky Harsh and Tom Barnett

Two-Person Team Scrambles

1. Rules and prize payouts for the scramble will be published prior to the contest.
 - Skill prizes will remain.
 - The nightly green fees and prize fund contribution will be the same as a regular night.
 - To speed up play—and to finalize results and possibly dine together as a group—*carts* are preferred and recommended in the team scramble nights.
2. Places and payouts will be determined by the number of teams entered.
3. *Guests* and their team partner are eligible for skill and skin prizes only. The guest will pay the normal green fees and prize fund amount. Members without a USGA handicap will be considered a 'ZERO' handicap on scramble nights.
4. Tiebreakers will be determined as in regular weekly play. See Points and Winnings, Weekly Points. See also the Scramble Rules document that will be sent out before each scramble.
5. Singles can play in scrambles, but they are eligible for the skill prizes only if they contribute to the prize fund. They cannot participate in the team skins or team prizes.