

Here are the rules for the FFRC SI Putt-Putt Golf Scramble. Each hole of the course will feature a tournament official who will record all scores as well as answer questions regarding rules, procedures and what is for lunch.

Good luck!

Each team will begin at hole 1 and play all 18 holes in consecutive order.

The object of the game is to get the ball in the hole in the fewest number of strokes. Every time the putter touches the ball, that counts as ONE STROKE. Regardless of whether it barely rolled at all, regardless of whether you meant to do it or not ... it still counts as a stroke. Each team will have an event-assigned scorer who will track players' scores and answer all questions, make rule interpretations, etc.

**WHO HITS FIRST?** Decide among your group the order on the first hole. After that, typically, the person who scored lowest on the previous hole has "Honors" (hits first). If no one scored lower on the previous hole, use the same order you used last.

**OUT OF BOUNDS:** In the event of the ball going out-of-bounds a one stroke penalty will be assessed and the ball will be played from the point at which it went out-of-bounds.

**PLAY:** Balls along the rail or any obstacle may be moved out by the length of one putter head from the rail or obstacle.

If your ball is hit by another player's ball, you may put your ball back in its original place.

There is a five stroke maximum on all holes.

Don't like your first shot on a particular hole? You may purchase a mulligan (second try and the first one doesn't count) for just \$1.

Players may use their own putter if desired.

**WINNERS:** The team who plays the 18 holes in the fewest strokes is the winner (all four team members scores will be added together for each hole). For teams with fewer than four players, the average score of players will be considered the scores for the additional spots in the foursome. (For example, three players' scores will be averaged to make the "fourth player's" score.) Ties will be broken in this way:

Lowest team score on hole 18. If still tied, lowest team score on hole 17 will be used. This process will continue counting down (hole 16, then hole 15, etc.) until a winner is determined. If teams are still tied, the winner will be determined by a random drawing.

The individual who plays the 18 holes in the fewest strokes is the winner. In case of a tie, the lowest individual score on hole 18 will be named the winner. If still tied, the scores of hole 17 will be compared to determine the winner. If necessary the process will continue (16, 15, etc.) until a winner is identified. If scores on all 18 holes match, a winner will be determined by random drawing.

**HOLES IN ONE:** All players who achieve a hole-in-one on any hole will be given a drawing ticket. One ticket holder will be drawn from all entries for a specific hole-in-one prize.