



MWGA

www.mwgolf.org

A Driving Force In Women's Golf

2010 MEMBER/GUEST 4-WOMAN SPRING SCRAMBLE Dunham Hills, Hartland, MI – Saturday, May 8, 2010

Player Information

All players will play from the Red tees: Yards: 5253, Course Rating: 70.8, Slope: 118

Flights	2 Team flights (Flight 1 and 2) based on team handicap for net and gross prizes	
Games by (index/hdcp)	Game Flight A – up to 21.4; Game Flight B – over 21.5 Closest to the Flagstick (Holes 5, 8, 16) by Game Flight A, B Chip-Ins (Not flighted. Put name in chip-in box after the round.) Gross Skins by Team Flight 1 and 2	\$3.00 \$2.00 \$5.00
Prizes	1 st Low Gross and Low Net per player 2 nd Low Gross and Low Net per player	\$45.00 \$30.00
Format Scorecards and Scoring	This is a 4-Woman Scramble. Each player hits her tee shot. Players will then select which ball they will play from and then each team member places her ball within one club length of that ball and hits her next shot. This continues until they reach the green. On the green players will select the ball where they are going to putt from, then each player places her ball within one putter head of that ball. 2 mulligans per player to replay any shot are allowed anywhere on the course. A minimum of 3 drives must be used from each player. The team gross score is recorded by hole. See Scramble & Mulligan Rules for more detail. Each player's index, handicap and flight are on the scorecard. Please verify this for accuracy. You must report any errors to the committee (Pat Shelton, Deb Horning, Cynthia Pinkard or Nancy Serra).	
Local Rules Course Markings Rules Committee	Rules Committee members today are: Deb Horning, Cynthia Pinkard and Nancy Serra 1) Out of Bounds are marked by white stakes, access road around clubhouse and/or crossing fence boundary lines. 2) Environmental Sensitive Areas (ESAs) can be considered GUR, Hazards or OB . Do not enter environmental sensitive area along #10 and #11 marked as a hazard. Balls hit in this area may be 1) dropped 2 club lengths from point of entry no closer to the hole, 2) dropped behind the hazard, keeping the point at which ball crossed the margin of the hazard between the hole and the spot on which the ball is dropped, 3) played as nearly as possible at the spot from which original ball was last played, or 4) a point on the opposite margin of the hazard equidistant from the hole (Rule 26-1) – 1 stroke penalty. If your ball lies through the green and the ESA interferes with your swing or stance, find the nearest point of relief not in the ESA and drop 1 club length from that point no closer to the hole – no penalty. 3) In areas through the green with standing Casual Water , drop within 1 club length of the nearest point of relief, no closer to the hole. No penalty. 4) Pin placement is indicated by a small flag on the flagstick, low flag = front of the green, middle flag = middle of green, high flag = back of green. 5) Yardage markers: 100 Red, 150 White, 200 Blue and sprinkler heads. 6) If a ball strikes a power line during play on hole #5, the stroke is cancelled and the player must play a ball as near as possible to the spot from which the original ball was played (Rule 20-5). <i>If you're unsure of a rule and how to proceed under the Rules of Golf, you may play a second ball in accordance with Rule 3-3. Before signing and turning in your card, you must get a ruling to determine the correct procedure.</i>	
Rest Rooms	Located behind 5 and 8, between 4 and 16 tees.	
MWGA Pace of Play	Remember to keep pace with the group in front of you and to mark your Start Time on your scorecard. To avoid penalties, have your Return Time on your scorecard recorded by a Time Official within 4 hours 50 minutes of your Start Time and no more than 10 - 15 minutes after the group in front of you. Share cart duties, try to decide which club you will use en route to your ball, be ready when it's your turn to play, do not spend time looking for lost balls, park behind the green, don't put your clubs in your bag or mark scores until you get to the next tee, take 30 seconds or less for each shot.	
Tiebreaking Procedure	All ties shall be broken by scorecard playoff on the basis of best score on holes 10 thru 18, then 13 thru 18, then 16 thru 18 and, finally, the 18 th hole. If there is still a tie, a coin toss shall determine the winner.	

Have an enjoyable round! Join us in the clubhouse after golf.

Pat Shelton 248-345-8593