



Chair: Mark Jensen

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MAJESTIC OAKS GOLF CLUB - SIGNATURE COURSE

SATURDAY – JULY 13, 2024

EVENT FORMAT: This a 2-man, Flighted, 18-hole Scramble**ENTRY TYPE:** 2-man, pick your own partner, or sign up as a single and we will assign you to a team**REGISTRATION:** \$70.00 Member or Guest (with handicap) – includes skins
\$31.00 MO Employee – includes skins**** All Guest***players must
have an official
handicap*

- Register & pay online at: www.momensclub.com
- **Online & Hard Copy registration closes at 6pm Thursday prior to event**
- Hardcopies of this registration form along with cash or check payment may be placed in the men’s club drop box in the Majestic Oaks Pro Shop
- **Payment must accompany entry form**
- Make all checks payable to: *Majestic Oaks Men’s Club*
- **Registration payments on day of the event will incur a \$5 late fee**

EVENT TIME: 7:30 am Shotgun

- Please check-in at least 30 minutes prior to tee time or an alternate will be allowed to play in your place, and entry fee may be forfeited
- **The registration table will close 30 minutes prior to shotgun start**

EVENT FORMAT: This is an 18-Hole, Flighted, Multi-Tee event - More event details on reverse-side**Scramble** - (Team must use 6 tee shots per player)

- See event rules for handicaps
- This is a flighted event, flights will be determined by handicap

PAYOUTS:

- **Payouts - Low team gross & net**
- Number of places/payouts determined by the number of entrants
- Individual nearies on all par 3’s included

CROWN POINTS: This event is worth 150 Crown Royal points. First time guest players are a 100 point bonus.**SIGNATURE SHOWDOWN:** This event DOES NOT count towards players’ year-long Signature Showdown scorecard.**PLAYER INFORMATION:***(Check boxes if applicable)*

NAME: _____

 M.O. Employee

Partner (If Applicable): _____

 M.O. Employee Guest - GHIN: _____



Tournament Rules

EVENT RULES: 2 Man Scramble: 35% of A player’s and 15% of B player’s course handicap will be used

1. In a scramble event, all team members tee off on each hole and then decide which tee shot they like the best and mark the spot with a tee or ball marker.
2. The other team members pick up their balls and place them within one club length (no nearer the hole) of the marked spot. Each team member hits their next shot from the chosen spot.
3. If the ball you choose to play is in a hazard (sand, water, etc.), the rough, or out of bounds, you cannot drop the ball outside of the hazard or rough even if relief is within one club length away.
4. This procedure is followed on every shot for the remainder of the hole, including putts. The ball should be marked on the putting green also. Putts need to be made as close as possible to the marked spot (no closer to the hole).
5. The first ball holed is counted for the team score. When putting, once any ball is holed out, no further strokes count.

The team should record one gross score and indicate whose tee shot was used on each hole of the official score card.

**TEEING
GROUNDS:**

This is a **multi-tee** event. All play shall be from your year-long tee selection.

TEE SHOTS:

Each team must use at least 6 tee shots from each player for both the scramble and Modified-Alternate shot holes.

ONE BALL RULE: The one ball rule is **NOT** in effect for this event.

NOTES:

- Player scores will be recorded as “Competition” scores
- USGA rules will govern all play except where modified by this format
- Local rules sheets will be available at the registration table
- *Each player’s current USGA handicap the day before the event will be used*
- The handicap committee will review & may adjust all handicaps prior to event
- Players without a USGA handicap index will be reviewed by the handicap committee

**LOCAL
ETIQUETTE:**

- **Keep Pace** with the group in front of you
- **Wait** to play until the players in front of you are out of range
- **Replace** your divots, or fill with sand/seed mix in the fairways
- **Smooth** all marks made in sand hazards, leave rake in sand hazards
- **Keep** power carts away from all tee boxes, hazards, and greens
- **Fix** damage to the greens, even if it is not yours
- **Leave** the putting green as soon as you have holed out