



## **Nations Trust Bank All Island Texas Scramble Invitational.**

**Date - 17th October 2009**

**Time 9am Shotgun Start**

**General Conditions :** All teams will have 4 players of any combination Ladies or Gents. Open to all golfers with a recognized handicap.

**Handicap** The Team Handicap is determined by dividing the aggregate of the Team members playing handicap by 8. eg: Team XXX Aggregate of 63 = 7.875 Handicap.

The event is a nett event, eg Team XXX Gross Score 68 = Nett Score 60.175

### **Captains Responsibility**

1. The team will elect one person their captain, and nominate a Team Name,
2. The captain will be responsible for ensuring the team nomination and payment of full entry fee for the team which is **Rs. 2,400 per team by 8.30am**,
3. The captain will ensure that the team keeps a correct scorecard and that the rules of the competition and of golf and the local rules of the day, are observed.
4. The captain will ensure his team is **on the tee 10 mins prior to the starting time (8.50am)**,
5. If **no** members of the team are on their assigned tee at the start time the team is **disqualified**.

**Member's of a Team Late/Don't Turn Up:** If one or more member/s but not the full team, are on the tee at the correct starting time, those member/s **must tee off at 9.00 am**; Provided that:

1. The team entry fee has been paid,
2. There will be no adjustment to the nett handicap
3. The late player/s may join the team on the course at any stage within 30 minutes of the shot gun start , without causing inconvenience to the field,
4. If the late team members do not join their team within the 30 minute grace period, they may not play in the competition.
5. If one or more team members fail/s to turn up, the team may compete in a depleted format (1,2, or 3) with no adjustment to the nett handicap.

### **The Game - Texas Scramble**

1. Each team member tees off : **Gents White Markers & Ladies Red Markers**,
2. One shot is chosen, the ball is marked and lifted. **A minimum of 2 tee shots from each team member must be used.**
3. If the chosen ball has come to rest on a Fairway - each player in any order (normally the captain will decide) will place their ball within one club length of the marked position no nearer the pin, and plays the next shot,
4. If the chosen ball is off the fairway (rough) each player drops their ball within one club length, no nearer the pin, and plays their next shot. If the ball chosen is in the rough but is within one club length of the fairway the ball **may** be dropped on the fairway within the stipulated club length no nearer the pin. If the chosen ball has come to rest in a **Hazard**, each player drops their ball within 1 club length **and within the Hazard, unless relief is taken under rule 26-1**, and plays their next shot,
5. If the chosen ball has come to rest on the putting green being played - each player must place their ball on the green within 6 inches no nearer the pin, and plays their next shot. If the chosen ball has come to rest within one club length of the green on the fairway, and the measured club length could place the ball on the green no nearer the pin, then the ball **may not** be placed on the surface of the green. **Once the ball is holed out the score counts.**

**Prizes:** Winner (Best Nett) +Trophy, Runner Up, Third, Fourth, Best Gross, Best Gross par 3's, Wooden Spoon, Longest Drive M/F (18<sup>th</sup>), Nearest the Line 13<sup>th</sup> Fairway, Nearest the Pin M/F4<sup>th</sup>, Nearest the Pin 2nd shot 10<sup>th</sup> hole, Prize for best score on hidden holes, Best Team Name, Best Dressed Team, Target Golf - Bet against the hole 2 to 1 (MaxRs500) 7<sup>th</sup> Green. .