

ROUND 4 COURSE: FOSTER DATE: JULY 1, 2010

BMA GOLD CARD GOLF - SOUTH LEAGUE PLAYING INSTRUCTIONS

RULES: USGA and modified local course rules shall govern play. All participants will utilize the middle "T"s (**white**).

SCORECARDS: Pick-up scorecard from BMA starter(s). Exchange card with another player in your group, who will be your scorer. The scorer verifies gross and net scores, total putts, and special competition and signs the card. **Each player is responsible for signing and attesting final score results scored by another player. If card is not turned in, properly signed and attested or written legibly, the player may be disqualified from competition.** Scorecards reflect the players Division (1, 2 or 3) and Handicap (if established).

TEE-TIMES: Players should check-in with starters 30-45 minutes prior to tee-time to fill in for possible cancellations/no-shows. This will help get the players out earlier and assist the Pro Shop scheduling.

CLOSES-TO THE HOLE (PAR 3'S) COMPETITION: Each green will have markers for Divisions 1, 2 & 3 for players to record their scores. #8 is a par three, but we will not count it in the closest to.

PRIZE MONEY: Each division will compete for the following awards, where total player award will be limited to \$20:

LOW NET: 1st \$18; 2nd \$14; 3rd \$12; 4th \$10; 5th \$8; 6th \$6; and 7th \$3,

LEAST PUTTS: 1st \$8; 2nd \$6; and 3rd \$4,

CLOSES-TO*: \$5 per hole

OTHER AWARDS*: Eagles and Holes-in-one; \$5 and \$20 respectively.

SPECIAL COMPETITION*: Total Gross score (less 1/2 handicap) on holes #1, #3, #4, #5, #8, #9, #10, #15 & #16 (lowest score wins). \$10 per division.

- Maximum prize money limit does not apply.

.NOTE TO ALL PLAYERS: IF A SCHEDULE CONFLICT COMES UP AND YOU CANNOT MAKE YOUR TEE-TIME, OR, WILL NOT BE PLAYING NEXT MONTH, **PLEASE NOTIFY Fritz Gilbreth, SCHEDULER AT (253) 852-4188, E-Mail: fgilbreth@clearwire.net ASAP OR CALL THE COURSE, (253) 847-4440.**

2010 LEAGUESCHEDULE: August 5 (Auburn), September 2 (High Cedars), October 7 (Lake Wilderness, Shotgun Start)