

2008 Senior Scramble

Tuesday, May 13th

Tee times start at 11:00

Please arrive by 10:00 AM

Golf teams will be set up with one faculty/graduate student and three graduating seniors. Ideally, each team will have one “good” golfer (Level 1-2), two “so-so” golfers (Level 3-4) and one “beginner” golfer (Level 5). We’ll be playing golf from around 11AM – 4PM and will then move to Miller Park for a Tailgate Party and Brewers game against the Dodgers.

To assist in event planning and team make-up, please indicate your skill level on the sign-up sheet using the scale shown below:

- 1) Can par some holes and maybe even birdie one or two
- 2) Can par some holes and mostly bogey on the rest
- 3) Usually average bogey or a little higher and can break 100
- 4) Usually average double-bogey and rarely break 100
- 5) Never played before or wish I hadn't

Payment to Marquette University College of Engineering due to Pam Golanowski in Room 268 by Friday, May 2nd

2008 Senior Scramble General Rules & Regulations

- 1. Golf courses are generally spikeless facilities. If your golf shoes still have old-school spikes, either leave them at home or change out the spikes. Tennis shoes are OK. Shirts MUST have collars and NO blue jeans. No food or beverage (coolers) may be brought on the course. You can purchase food and drink in the clubhouse and there will be a beer cart roaming the course, weather permitting.**
2. This outing is being played in the scramble format which means that the hole begins with everyone teeing off from the appropriate teebox (Men's or Women's). The best shot is selected for future play and all other balls are picked up and placed near this best shot. Each player then hits the next shot and again the best shot selected. Play continues in this fashion until you reach the green. Note that if the selected best shot is obstructed (tree, bush, etc.) then all remaining shots must also have the obstruction in play. Also, if the selected best shot is in the rough or in a sand trap, all others must play a similar shot.
3. Once your team is on the green, place a ball marker near the best shot. Each player then completes the hole from this spot, one at a time, as necessary. For example, if the first player sinks the putt, the remaining players need not putt as no improvement in score is possible. If the first player takes two putts, the remaining players can try to sink the first putt but no other putts are necessary, and so on. This should speed up play on the greens, and ultimately on the course.
4. Each team member (faculty included) must be responsible for at least one shot per nine holes. This shot can be a drive, approach, chip or putt. Make a note on your team scorecard which hole/shot was the first selected for each team member. Also be sure to record your team score for each hole on the scorecard.
5. There will be hole prizes which can only be won by individual STUDENTS. There will be markers in appropriate places on the course to place your name (NOT THE TEAM NAME) if you are the current leader. Do not erase previous winners as they may also be awarded a prize.
6. There will be prizes distributed at the tailgate party and each student is assured of at least one prize. The order of selection will be based on team scores and hole prizes. Team handicaps will be assigned based on team scores for 6 randomly selected holes. Your total under/over par for these six holes is multiplied by three to arrive at your team handicap. If you expect to win, you must turn in your completed team scorecard.