**GOOD FRIENDS GOLF**

HawksHead Links

**October 10, 2017**

**Brad Bright & Doug Slade, Hosts**

**The Game:** Birdie Back-up Scramble

**Starting Tees:** players age 65 and under will start play from the WHITE tees; players ages 66 – 76 will start on the GREEN tees, and players 77 and over will start on the GOLD tees.  (No special tee rules for par 3’s today.)

**Subsequent Tees**: the tees you play will depend on how your group is playing!

* Make a birdie or better – everyone moves back a tee on the next hole
* Make a par – stay on your current tee(s)
* Make a bogey or worse – everyone moves up a set of tees on the next hole

**Moving Limits:**  A player shall not have to move back more than two tees from his original starting position

**Using Everyone’s Drives**: Each team must use **at least one** drive/tee shot from **each player** on that team **on each nine-hole side**. Rule does not include par threes; the drive/tee shots need not be hit with driver. **The team’s scorecard must indicate which player’s drive was used on each of the par 4’s and par 5’s.** Failure to do so will be grounds for disqualification.

**Contests & Prizes:**

1. Closest-to-the-pin on all par threes - holes 3, 6, 13 and 16.
2. Longest drive on hole 2 - must be in the fairway.
3. Actual prizes - not just the usual $ - will be awarded to the winning team.
4. Limit one prize per player, and any other rules the hosts make up shall apply.