

**Society of Women Engineers 2001 National Conference
Annual Golf Tournament Tuesday, June 26, 2001**

Tournament Information

1. Scramble Rules

General Rules - Each player shall hit their ball from the tee. The foursome shall choose which one of the four shots they would like to use. The other three players pick up their balls. Each of the four players may then play their next shot within one club length (no closer to the hole, must stay in hazard or rough if applicable) of the chosen ball. This continues until the ball is on the green. On the green, each of the putts must be taken from the same location (use a marker). Score the hole for the group, noting which player's drive was used, as well as which player's (first) putt was used (see below).

There will be two holes that the score will be subtracted rather than added. Those holes will be chosen at random at the time the results are tabulated.

Tee Boxes – Ladies tee off from the front (silver) tees, Men tee off from the (middle) black tees. Players with single digit handicaps, please tee off from one tee box further back.

Longest Drive – The player with the longest drive in the fairway on hole #8 will win this prize category.

Closest to Pin – The player that puts their first shot closest to the pin on hole #13 will win this prize category.

Longest Putt – The player that sinks the longest putt on hole #5 will win this prize category.

Drives – Each player's drive must be counted three times in the 18 holes (threesomes must count each player's drive four times). Indicate the holes used for each player on the scorecard. A 2-stroke penalty will be assessed for each infraction.

Putts – Each player's (first) putt must be counted three times in the 18 holes (threesomes must count each player's putt four times). Indicate the holes used for each player on the scorecard. A 2-stroke penalty will be assessed for each infraction.

Threesomes – If any of the groups is a threesome instead of a foursome, that group may alternate players taking an extra shot for the drive and an extra shot for the first putt. In addition, each player's drive and first putt must be used four times instead of three times.

Mulligans – Mulligans (free shot) will be available on the tournament date. Two mulligans can be purchased for a \$5 donation to the SWE-RMS scholarship fund (limit of

2 per person). Mulligans can be used anywhere, but will not count for the longest drive, closest to the pin or longest putt contests.

Tie Breaker – In the case of a tie, we will randomly draw hole numbers, comparing the scores of the tied teams until a winner is determined.

2. Local Rules for Arrowhead

General – Any ground in the rough or the fairway that is all rocks and dirt will be called ground under repair. Place the ball on the nearest grass area, no closer to the hole.

Even though most lakes are marked as lateral hazards, the point of entry will determine where you hit the ball from, keeping the entry point between you and the flag, or use the two-club length rule, if applicable. A ball that strikes the fairway first before going into the water may come under this rule and option.

Remember, you do have the option of hitting the ball where it lies on a cart path if you feel that taking relief would be a lesser option.

On some holes there are decorative rocks placed 150 yards from the green. You may consider these immovable obstructions under rule 24-2 page 107 in the 1999 RULES OF GOLF. This rule allows the player to lift and drop the ball within one club length of the obstruction.

Hole #1 – Lake is a lateral water hazard

Hole #4 – Lake on right of fairway is a lateral water hazard. The lake & gully in front of green are hazards – If ball enters lake or gully from the island, play as lateral. Dirt & ditch beside paved road are considered part of the road, which allows a free drop. You are allowed to improve your lie on this hole when making your approach shot to the green from anywhere behind the hazard.

Hole #5 – Lakes are lateral hazard. Path includes dirt along sides. Local rule: If your ball comes to rest on the cart path next to the rock, since there is no relief to that side of the path, you may take relief to the fairway side of the path, no closer to the hole.

Hole #7 – Lake in front of green is a hazard. Area to the left of lake, play as a lateral hazard. Lake on the right of cart path is lateral hazard.

Hole #8 – There are places along the left side of the cart path where there is no relief (only woods). If your ball lies on the left side of the path and there is no relief to that side, you may take relief to the right side of the path. Remember the club-length rule for a free drop.

Hole #12 – Rocks and stream on left of fairway is lateral hazard.

Hole #13 – Lake behind green is a lateral water hazard. Use drop area. Ball resting anywhere on cart path right of fairway may be improved to the fairway side with no penalty, no closer to the hole.

Hole #14 – Lake in front of tee box is water hazard. Left is a lateral hazard. If your tee shot should go in the lake, you must hit your next shot from the teeing ground and you will be hitting three. If your third shot also goes into the lake, count one stroke back to the tee plus one stroke more to carry the ball around the lake; and hit your next shot in the vicinity of the 150-yard stake. You will be hitting shot number 6 from the 150-marker. If the tee shot clears the lake, but rolls back into the lake you may use the two-club length rule from the red hazard line at the point of entry.

Hole #17 – Lake is a lateral hazard.

Hole #18 – Lake on left of fairway is a lateral hazard.

3. Recommendations for Playing Golf at Arrowhead

Wear sunscreen at all times. The sun is intense at this altitude.

Drink lots of water. The climate is very dry at this altitude.

Don't look for lost balls in the woods, rocks, or out-of-bounds areas. There are rattlesnakes in the area.

Bring plenty of golf balls; expect to lose more than usual.

There is poison ivy in a few locations on the course. Be careful. Remember – leaves of three, let it be.

The golf carts have a cover to provide shade. They are also equipped with an electronic score system; however, due to the type of tournament, we will score by hand. This system can also tell you the distance to the hole from your location.

Enjoy the spectacular scenery. You won't find anything like it elsewhere.