

Kokopelli Fun Day

You each will be paired up by handicap with a computer. Your partner will be from another club. We will return all the money back to the golfers, that is the \$5 cash that each golfer paid in before we began play. There will be money awards for all proxy events, and teams that finish 1st, 2nd, and 3rd, any ties will go to a card playoff.

Holes 1 thru 6 is a two person BEST BALL format. Handicap strokes are taken hole by hole and the team score takes the best NET score on each hole.

Proxy Events:

Hole 1 – Longest Putt

Hole 2 – Closest to the Pin on your tee shot.

Hole 3 – **Best Chip **** (any stroke from off the green)

Hole 4 – Closest to the pin on your 2nd shot.

Hole 5 – Longest Drive

Hole 6 – Longest Putt

Holes 7 thru 12 is a two person SCOTCH DOUBLE format.

Both players drive from the tee box and the team selects the best drive. The players alternate shots until the ball is holed out. On the next hole, the process is repeated again where both players drive the ball, a drive is selected, and the players alternate shots until the ball is holed out. The team can select any drive on any hole and there is NOT a minimum number of drives per player. The team records their gross score hole-by-hole. The handicap for these 6 holes will be based on the team handicap. This handicap can be subtracted from the team's gross score after completing these 6 holes.

Holes 13 thru 18 is played as a two person SCRAMBLE. Both players drive from the tee box and the team selects the best drive. On these 6 holes, **the team MUST USE two drives from each player**, so choose wisely. The best second shot is selected. The players hit from there. The best third shot is selected and the players hit from there. This process is repeated until the hole is completed. Both players place their ball within one club length of the chosen shot but no closer to the hole. If the chosen shot is in the rough you must stay in the rough. The team records their gross score hole by hole. The handicap for these 6 holes can be subtracted from the team's gross score after completing the nine holes.

Proxy Events:

Hole 13 – Closest to the pin on the 2nd shot

Hole 14 – Closest to the Pin on the tee shot

Hole 15 – Longest Putt

Hole 16 – Longest Drive

Hole 17 – Closest to the Pin on the tee shot

Hole 18 – **Best Chip **** (any stroke from off the green)

**** Best Chip** is the closest approach shot from off the green. Stroke number 3, 4, or 5 makes no difference, it is the closest chip to the hole. If you have a chip in, move the proxy off the green and write "chip in" next to your name.