

Twilight Golf Challenge

- \$1.00 of each weekly entry fee will go toward the total challenge purse.
- Three individual places will be paid in the following percentages:
 - 1st Place – 50% of total fees
 - 2nd Place – 30%
 - 3rd Place – 20%
- To be eligible for the overall prize you must compete in at least 6 of the 10 scheduled games
- Each player will accumulate points weekly according to how their team places: For example:
 - If your team places 1st you will receive 1 point
 - If your team places 5th you will receive 5 points
- Total of your six lowest scores will count to determine your final score for the challenge. Low score wins.

<u>Challenge #</u>	<u>Date</u>	<u>Game Played</u>
1	July 18	Mexican Scramble (each player's tee shot must be used at least twice)
2	July 25	Fairway Scramble (you must play a ball that is in the fairway – if no one is in the fairway, then you must take a stroke and all hit again)
* August 8 th – Poker Run		
3	August 15	Nite Lite
4	August 22	Four Ball Scramble (each four person team will play as two 2-person scrambles and then the lowest of the two scrambles will determine the team score for that hole)
5	August 29	Cross Country
6	Sept 5	Florida Scramble (the player whose shot is selected may not play the next shot)
* September 12 th – Poker Run		
7	Sept 19	One Club (each player may select one club + their putter to play with)
8	Sept 26	Nite Lite
9	October 3	Lonely Balls (The lonely ball will rotate between the four players. Ie: On hole #1 the A player will play the lonely ball; the other 3 players will play a scramble. The total score for the hole will be the scramble total plus the total for the lonely ball)
10	October 10	String Scramble (Each team will be given a length of string that they may use to improve your ball. If you leave a ball 3” short, then you can use 3” of string and count your putt as made.)