

NORTH SHORE EXECUTIVES ASSOCIATION



NORTH SHORE EXECUTIVES' ASSOCIATION GOLF TOURNAMENT - NOREX SCRAMBLE RULES OF TALENTED PLAY

1. Team leaders:

- a. Each team of four players or less will elect a team leader to attend to the cheering crowd and any media questions;
- b. the team leader also has the responsibility of leading the team to victory and winning the game;

2. Basic game play:

- a. The game is played in a round of nine holes around the golf course;
- b. The basic idea is to try and hit a small golf ball with a stick, in as few hits of the ball as possible, toward the little flag many yards away, wherein there is a little cup in the ground of the putting green waiting to receive the golf ball.

3. Start of play and each round thereafter...

a. The T-Shot:

- i. Each player in the team hits a small golf ball off a little post otherwise known as a "golf tee". The

entire process of each first shot in golf is called the "T-Shot":

- ii. Depending on the distance to the little flag, it is often advisable hit the ball using a "driver" golf club; A driver is the he farthest hitting club, also know as a "one wood", and looks like a football on the end of a narrow stick and is generally the big stick in the golf bag;
- iii. If upon hitting the little ball, the ball is decidedly not in view any more and probably still moving in the air or otherwise, one or more of the team members should shout aloud the word "FORE !", which is another word for 'ahead' and is shorter than yelling 'watch out ahead!' because there is no time to say all those big words. Yelling "FORE!" alerts any other players out on the course searching for their balls to duck and cover;

b. The Second shot:

- i. Once each player in each team has hit his/her T-Shot an intensive ground search is conducted by the team to find any of the balls just hit from the T-Shot;
- ii. If no balls are found, the team leader decides an appropriate place to drop a new ball to mark the position of the next shot;
- iii. Otherwise, the team leader chooses which of the balls found is set up just right for the next shot toward the little flag. Usually this is the ball that lands in a place where the second shot toward the little flag looks to be easiest;
- iv. Any remaining balls found are picked up and saved for the next shot;
- v. All players play their second and shot from this position. The golf tee used to hold the ball on the

T-Shot is not allowed on the second and subsequent shots;

c. Third and subsequent shots:

- i. After the second shot is made by each player in the team from the designated position, the process is repeated [in b) above] until the best ball arrives on the 'putting green';
- ii. The 'putting green' is the area of closely mown grass around the flag in which the small cup awaits to receive the ball.

d. Putting:

- i. Once the position of the best ball on the putting green is identified by the team leader, the flag must be removed from the little cup in the ground and lain gently on the ground away from the putting action;
- ii. Each team member then may hit their golf ball from the designated position towards the cup in the hole of the putting green;
- iii. You may only use the "putter" from your cache of golf clubs on the putting green. To "putter" is to occupy oneself in an aimless or ineffective manner, or to waste time in idling. This is in strong contradiction to the game of golf, in that the act of putting is very serious!
- iv. All players who are not putting must be quiet and stand still whilst their team member is 'putting'. After all, a lot is on the line... the *whole game* may be on the line due to bad putting caused by inappropriate jokes or movements that disturb the putter'er. And don't cast your shadow on the putter'ers putting line! Stand back, hush and let him or her *putt* in peace or otherwise face the

wrath of a disgruntled putter'er who may have missed a 'put' just because!;

- v. The team leader determines which of the putts from each team member will be used for any subsequent putts and so forth, until one golf ball is eventually putted into the cup in the hole in the ground of the putting green;
- vi. Apparently all putts must be holed out. There's no definition of this, so ask Paul;
- vii. Remember to replace the flag into the little cup in the hole of the putting green before proceeding to the next hole.

e. If there is a team behind you:

- i. If the team behind you has found their last ball and appears ready to shoot again, you may want to waive to them to indicate all is clear, or not, whatever your safety level may be.

4. Scoring rules:

- a. Scoring is maintained by the team leader or someone the team leader has designated to keep score;
- b. The act of swinging a golf club at a golf ball and usually hitting it is called a "stroke". The number of strokes it takes to hit the ball into the little cup in the hole in the ground of the putting green must be counted for each hole played. In determining which of the team member's strokes to count, you simply count the number of best balls played for each hole and mark the number of "strokes" on the score card for the hole being played. Losing count, or forgetting the count and guessing the

score per hole is called "cheating" and can have serious consequences not to be mentioned here;

- c. The score keeper must add up the number of strokes for all nine holes and note the total on the score card;
- d. The score keeper must also mind and keep track of the T-Shot rule (see below);
- e. Score cards should be handed in to the Tournament organizer (Paul) for audit and verification.

5. The T-Shot rule:

- a. During the game, at least one ball from a T-Shot made by each member of a four-member team must be used for the team's second shot;
- b. For any three-member teams, one member in the team must be designated to count two T-Shots to make up for being one player short, prior to his/her first T-Shot;
- c. For any two-member teams, you'll figure it out.

6. Hole # 5 is the "KP" hole, or otherwise known as the "closest to the pin" hole. (There is no reason why the abbreviation for this is "KP", so no point asking);

- a. So what is the KP? If you hit your T-Shot on Hole #5 and your golf ball arrives near the little flag with the little cup in the ground on the putting green and it is closer than the position you find the supplied ground marker is placed at the time you arrive at the putting green, you sign the supplied marker and poke it into the putting green where your ball came to rest;

- b. The distance is measured by determining the radius of an imaginary circle around the little cup in the ground of the putting green in relation to the position of your ball positioned on the circumference of the imaginary circle, or, "as the crow flies" between your ball and the cup in the hole in the ground of the putting green;
- c. At the end of the game, one KP prize is to be given to one person (male or female) whose name resides at the end of the list of the supplied marker;
- d. In the event of a tie, you'll figure it out;
- e. And just to be sure, if your ball is not closer than the position you found the marker after your T-Shot on Hole #5, you do not move the ground marker nor should you note your name on the ground marker. In golf, this is sometimes called "cheating", which has serious consequences not to be mentioned here.

7. Hole # 9 is the final hole of the game and is the "Longest Drive" hole;

- a. This is the hole in which each team member tries to whack the golf ball on his or her T-Shot the farthest they can toward the little flag, without slipping a disk in their back;
- b. This is a dangerous time for everyone on the golf course. Team members must be advised to all be prepared to yell "FORE !" in the event the ball goes out of control upon being struck;

- c. The T-Shot must land on the fairway. We didn't mention it before because it probably doesn't matter, but the 'fairway' is generally the location of nicely trimmed grass between the location from where you hit your T-Shot and the putting green. If you cannot find your ball, it is probably not on the fairway;
- d. So what is the "Longest Drive"? If you hit your T-Shot on Hole #9 and your golf ball arrives on the fairway and is closer to the little flag with the little cup in the ground on the putting green than the position you find the supplied ground marker at the time you arrive on the fairway, you sign the supplied marker and poke it into the ground of the fairway where your ball came to rest;
- e. The Longest Drive distance is measured by determining the radius of an imaginary circle around the little cup in the ground of the putting green in relation to the position of your ball positioned on the circumference of the imaginary circle, or, "as the crow flies" between your ball located on the fairway and the little flag in the cup in the hole in the ground of the putting green. If your ball comes to rest closer to the little flag, (yah, you get it now!) you write your name on the applicable marker;
- f. There are two "Longest Drive" markers: one for the males and one for the females. So be sure to use the correct marker for your gender;
- g. At the end of the game, one Longest Drive prize will be given each of the male and female whose name resides at the end of the list of the supplied markers;

8. KP and Longest Drive markers:

- a. The team that is the last team on the golf course needs to pick up the KP and Longest Drive markers and deliver them to the tournament organizer (Paul) for audit and verification;

9. Final rules of talented play:

- a. Have fun;
- b. enjoy the game;
- c. enjoy the dinner after the game; and
- d. call it a day!