

Additional Information for Golfers
Eighth Annual OSURA Golf Tournament
Tuesday, September 13, 2011

When you send in your registration, please indicate your handicap or golf experience (e.g. a lot, some, little, or none). If you want to be paired with certain people, please list their names.

Check in at 2:00 p.m. at Trysting Tree Golf Club House on event date. Each golfer will receive a golf ball, tee, granola bar, water, rules, pairings for the golf teams, and a token to hit practice balls.

Golfers need to bring or rent their own golf clubs and other equipment as desired.

After registering, warm up at the driving range from 2:00 - 2:40 p.m. Putting clinic at 2:40 p.m. with Sean Arey, Trysting Tree Club Pro.

Play nine holes of golf in a scramble format; tee off at 3:00 p.m. If you're new to the game or haven't played in awhile, the scramble format is an excellent, non-threatening way to sample or re-sample the game.

Buffet, program and awards follow the tournament, beginning at approximately 5:30 - 6:00 p.m.

Trophies will be awarded for men's and women's longest drive; men's and women's closest to the pin; low gross; and low net. Only players 62 and older are eligible to win longest drive. [Note: If you have one of the rotating trophies at home from last year, please bring it with you.]

For questions about the Golf Tournament, contact Mary Ann Roberts at mroberts@peak.org or 541-929-3590.

General Rules for OSURA Golf Tournament

1. Each four-person team is assigned a team leader, a person familiar with both the scramble format and the Trysting Tree Golf Course.
2. Each golfer is to hit a ball from the tee of each hole. Men are to use the white tees; women are to use the red tees.
3. The team leader will determine which drive shall be used for the second shot, as long as at least one drive by three players in a foursome is used during the nine holes. Each player will then place a ball within a couple of feet of the drive selected, but no nearer to the hole, and hit a shot from there. After each player has hit from that spot, the team leader will then determine which third shot shall be used—and so forth, until the hole is completed.
4. Each player shall hit the first putt on at least two holes.
5. The team leader shall resolve any issues not addressed in these rules.
6. The most important rule of all is simply this: **HAVE FUN.**