



Sucker in the Bucket

Saturday September 7th

Tee Times start at 11am

Event Format: When it comes to pressure, this one is the opposite of the scramble. It will make some players quiver. All players play their own ball. On the first hole, the team records the best of its individual net scores. If there is a tie, the players decide which score to use, with volunteers willing to wait most appreciated. On the second hole, the team records the best of the net scores of the remaining three players, again deciding which to use in the case of a tie. On the third hole, the team records the best of the net scores of the remaining two players, but here it is tricky to break a tie because on the fourth hole, the sucker in the bucket goes to the remaining player, who is the only player whose score can count. The rotation then starts all over again, usually with a couple of “anyone” holes along the way.

**SIGN UP DEADLINE IS 8PM THE WEDNESDAY
PRIOR TO THE EVENT**

ENTRY FEES:

\$20.00 for Full & Jr. Members + \$10 cash for skins

\$30.00 Ala Carte Member + \$10 cash for skins

INDIVIDUAL SKINS – Cash payout for both net & gross

Skins are not optional for this tournament

Register by emailing pebblecreekmensclub@yahoo.com, sign up on the registration sheet in the hallway by the locker room or visit the events page on our website and click the register here link for this event.



Sucker in the Bucket Rule Specifications

4-person low net team event

Teams will be picked at random in an ABCD format

Tee's: Players will play from their standard Men's Club Tees

Handicap: Players will receive 100% of their handicap allocated to the lowest handicap holes based upon the tees they are playing

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Skins

Skins will be individual Gross/Net skins. Skins pot is \$10 per player

Rule Additions/ Changes to Standard Men's Club Event Rules specific to this event

In the event a team is required to play the entire event with three players the fourth person will be a ghost player who shoots net bogey on every hole. The remaining players decide when to use the ghost players score. It does not need to be the lowest score on the hole.