

Have you ever wished you could take a few strokes off your score? Ever wanted to add some to your opponent?

This is the event for you!

No Ratings! No Divisions!

You against the field - One Prize - One Winner!

MEGA Money Madness

Saturday August 21, 2010



Entry fee - \$15 plus money to spend on stroke purchases to add to other's scores or subtract from your own.

See Rules for details.

Prize – a portion of entry fees and stroke purchases
Double elimination random draw format.

Registration/Check In: 8:30 AM - 8:55 AM

Player's Meeting: 9:00 AM

Tee Off: 9:30 AM (or sooner)

Field is limited to 50 players.

Contact Marie Fry at 267-210-1367 or

thefryhouse@verizon.net to reserve your spot.

*This event is a fundraiser for the
Eric C. Yetter Champion's Cup Tournament.*

Tournament Rules

1. Field is limited to 50 players.
2. This event is double elimination.
3. Pairings will be determined by random draw and posted prior to each round. Odd number of players - after names are drawn, player without an opponent will receive a bye. No player will receive consecutive byes. Players may not receive a bye into semi-final or final rounds. Competitors may be grouped into threesomes for semi-final and final rounds.
4. Strokes may be purchased by anyone (self, opponents, friends, family, spectators) to add to or subtract from any competitor's score. Cost of strokes are \$1 each and limits will decrease as rounds progress. Limits will be posted prior to each round.
5. 10 minutes will be allotted for the purchasing of strokes. After the 1st round, stroke purchases will begin as soon as the first pairing is drawn.
6. 1st and 2nd rounds will be 9 holes played. Players will be assigned starting hole and play 9 holes only (holes 9 & 10 will not be played. Go from Hole 8 to Hole 11). Once 9 holes are completed, players will return to tournament central. Scores will be adjusted (using purchased strokes) and winner/loser will be determined. Players with one loss or less will advance to the next round. Any player with two losses will be eliminated. Rounds will continue in this manner. If needed, number of holes per round will be decreased as rounds progress. Players who are eliminated are encouraged to stay and add to the madness (influence by purchasing strokes, and act as spotters and/or scorekeepers).
7. In the event of a tie, there will be a CTP play-off. Each player will receive one throw, however, the players may purchase additional throws equal to the stroke purchase limits for that round. Additional CTP throws must be purchased prior to the start of the CTP. Only players involved in the tie may purchase the additional throws.
8. No two players will play against each other in 2 consecutive rounds (except in semi-final and final rounds). In this event, a re-draw will occur.
9. Scores are for that round only. Scores will not carry from one round to the next. All players start each round with a "clean slate."
10. Winner is determined by the adjusted score of the final pairing or threesome.
11. Prize pot updates will be posted throughout the tournament.
12. Two meter rule is in effect. Normal PDGA rules apply except the two minute warning will be shortened and the length of time between rounds will be minimized as much as possible.
13. Any other situation not covered by the rules will be brought to the attention of the tournament director whose decision will be final.

Rules of Conduct.

1. This event is a FUNdraiser. Players are encouraged to have fun as they plot and strategize their way through this twisted event.
2. Eliminated players are encouraged to stay, influence the outcome of the pairings (purchase strokes), act as a spotter where needed, or act as a scorekeeper for players still in the competition.
3. Players are encouraged to bring their own lunch. Breaks between rounds will be kept to a minimum.