

scratchers *and* hackers



Golf Invitational

Established May 2002





May 28 – May 31, 2021

Welcome to the Scratchers and Hackers Golf Invitational. This event is by invitation only and a non-profit for fun event. This invitational is simply a group of friends and their friends who play more golf in a shorter period of time than many golfers play in a year. We do it because we're half insane and half just plain stupid. If you don't fit one of those descriptions you are probably in the wrong place or have been lied to by someone you thought was your friend. We are truly blessed to have some of the worst golfers ever to visit North Carolina (or wherever we play) in this event.

2021 hopefully marks the end of a crazy 2020 when we see the end of Coronavirus and masks and the return of normalcy and sanity both in public life and politics although I don't hold out any hope for politics. I hope this weekend you will put all the remnants of what's left of the virus away and have fun with golf.

Some of you have heard me tell the story of how my story began with Memorial Day golf. I'd like to repeat it now. It started for me in 1983 but the event itself really began in 1981. Tim Harrelson (a friend of mine) and a friend of his named Joe Herrin both from Virginia, decided to go on a long weekend over Memorial Day weekend in 1981 to Virginia Beach and play golf. They had so much fun that weekend that they did it again in 1982 and invited 2 friends making it a foursome. In 1983 they invited me and 3 other guys making it 8 and it began to grow and organize albeit very manual and never more than about 16 guys but we always had fun. Over the years the group kept splitting but never really grew. In 2002 Aaron and I really wanted to do something much better so we did.

Last year I told you Tim Harrelson was at MD Andersen Cancer Center in Houston, TX battling for his life. Tim lost that battle. We dedicated last year's weekend of golf to Tim. So we will carry on the Memorial Day weekend golf as we should. Life goes on.

At the end of this event I will give some good advice to 10 of you who do the worst and I can tell you it won't be pretty. So my advice to you now is "Don't finish in the last 10 places". As in previous years the low gross score champion will receive The Scratchers and Hackers Golf Invitational Low Gross Championship trophy and the overall net champion will receive our top award of The Scratchers and Hackers Golf Invitational Championship trophy. For the new guys this year, there is a thing called the "Mystique". It's that mystical happening that's going to make you so nervous at some point on some shot that you just simply fall apart. It is that thing that will cause you to lose sleep, hit bad shots, curse if you curse already and makes you curse if you don't already. I'm happy to have each one of you here because the \$50.00 you pay to Aaron at the Calcutta makes our awards pot that much richer. Don't expect to win any of it back, consider it your indoctrination fee. If you do win some of it back just consider that an administrative error on my or Aaron's part. If you have a Facebook page, look for our group and join. It's a good way to post your own pictures taken during the tournament. Anyway, there you have it. Have fun and play well. Mike Flowe

2021 Tournament Rules Application Instructions

Out of Bounds or Lost Ball: Drop the ball 2 club lengths from the point it crossed out of bounds or 2 club lengths from the point agreed upon by the foursome that the ball was lost no closer to the hole. Take a one stroke penalty. At River Landing, all yards are marked out bounds, but vacant lots that are for sale, are considered general areas and can be played out of without any penalty. Double white poles will indicate where out of bounds stop at one property and double white markers will indicate where it starts again. We know this confusing and we will go over it at the Calcutta.

How to drop a ball: The ball must fall through the air without hitting any object. A ball must be dropped at knee height.

Time Allowed for a ball search: 3 minutes. Please help your playing partners find lost balls. The intent is to maintain prompt play. The Pairings Rule Judge can make lost ball decisions as needed to maintain prompt play.

Playing promptly: You must make each stroke in 40 seconds. As an example; you pull your cart to a stop from where 2 player's balls are within walking distance. The first player has 40 seconds to hit the ball. The second player has 40 seconds once he walks to his ball to hit. That does not mean you can stand at the cart and make 3 practice swings before walking to your ball. The spirit of this rule is to hit within 40 seconds or less. Let's assume all four balls are within easy distance from where the cart stops. All four players should hit and be back in the carts in just over 160 seconds given time to replace clubs in the bag etc. The pairing rules judge is given full authority to enforce the spirit of this rule.

Unplayable Lie: The penalty is one stroke; the relief is two club lengths from the spot where the ball lies no closer to the Hole (not from your closest point of relief).

Tree Root Rule: If your ball is on the ground in a spot where you suspect you will strike a tree root with your club, you get a free drop one club length no closer to the hole. Please have your group rules captain or fellow player confirm this prior to moving the ball.

Ground under Repair (White paint on grass) or Unusual Course Damage by a Cart or Maintenance Vehicle (Generally unmarked): There is no penalty and the relief is one club length from the closest point outside the GUR or UCD. Sometimes the closest point may make your next shot harder, the rule is to allow a fair lie and stance not a clear line of play, think carefully before you decide.

Penalty Area Grounding of the Club Rule 17.1b: If you choose to play your ball out of a penalty area (Red or Yellow staked area), you are allowed to ground your club in the penalty area but cannot improve your lie by taking practice swings and removing live items such as weeds/tall grass. See the Loose Impediment rule below regarding removing any loose impediments.

Penalty Area (Red Stakes) Rule 17.1d: The penalty is one stroke; you have two options. 1. The relief is two club lengths from the point where the ball crossed the hazard line no closer to the Hole. 2. The relief is to drop your ball anywhere backwards from the point where your ball crossed the Red Hazard Line and the Hole. You may go as far back as you like along that line but must keep the entry point of your ball between you and the hole. As with all rules that provide relief, it is possible that you may not have a clear shot to the Hole after you drop. Balls can be played from penalty area if you choose.

2021 Tournament Rules Application Instructions

Penalty Area (Yellow Stakes) Rule 17.1d: The penalty is one stroke, the relief is to drop your ball anywhere backwards from the point where your ball crossed the Yellow Hazard Line and the Hole. You may go as far back as you like along that line but must keep the entry point of your ball between you and the hole. Ball can be played from penalty area if you choose.

Loose Impediments in Penalty Areas and Bunkers Rule 15.1: Without penalty, a player may remove a loose impediment anywhere on or off the course and may do so with hand or foot without moving your ball. If your ball moves during the removal of loose impediments, it is a one stroke penalty.

Bunkers: For the 2020 tournament, we've had to make some rules adjustments as it pertains to bunkers. This year we will be playing preferred lies in all bunkers and waste areas. Since River Landing is only dragging the bunkers late in the evening and there are no rakes on the course at this time, we are playing preferred lies with NO penalty.

What this means is if your ball comes to rest in a bunker, you can lift, clean and place within a foot of where it originally came to rest, regardless of what kind of lie you originally had. If your ball is plugged in the face of bunker, getting it to stay within a foot of where it was, could be a challenge if the slope is sufficient. If so, and your ball rolls more than a foot from its' original spot, after your second attempt to place it where-ever the ball came to rest, it is now in play. Now if on the second attempt it comes to rest in a footprint or anything deemed to be abnormal under normal bunker conditions, you can then lift and place it a second time within a foot of its last resting position in the bunker. You CANNOT take it out of the bunker even if a foot would allow you too. If it's in the bunker you must leave it in the bunker or take a 2 stroke penalty to take it out. Clear as mud, right? Ask a Rules Judge, Mike or Aaron.

Waste Areas: All waste areas will be played as preferred lies, same as bunkers.

Embedded Ball: There is no penalty for declaring a ball embedded but the ball must be found in order to declare a ball embedded. Any ball which is sitting in its own pitch mark anywhere through the green and not in a hazard is considered to be embedded. You are entitled to clean the ball and place it at the nearest point where the ball was embedded no closer to the hole.

Preferred Lies or Lift, Clean and Place: Preferred Lies is a Local Rule that allows a player to role his/her ball only in the fairway cut of grass through the green up to and no farther than one club length no closer to the hole. Lift, Clean and Place is a rule that allows for all players to lift any ball lying on closely mown grass to clean it and place it as close to the point where the ball originally laid.

Casual Water: Determination of Casual Water is verified by a playing partner and is defined by the presence of water to such a degree that it will be visible around the sole of your shoe when you step on the wet area. Should no water rise and be visible around the sole of your shoe then Casual Water cannot be ruled and the ball must be played as it lies unless Preferred Lies or Lift Clean and Place are in effect. There is no penalty and the relief is one club length from the closest point outside the Casual Water. Sometimes the closest point may make your next shot harder, the rule is to allow a fair lie and stance not a clear line of play, think carefully before you decide.

Putts: Putt all putts out. There are no gimmes. There is a 2 stroke penalty for not putting out.

2021 Tournament Rules Application Instructions

On your first hole at the start of every tournament round you play, each member of the foursome will declare which brand of ball they are playing and how it is marked. **EVERYONE MUST MARK THEIR BALL!!!** If for some reason you lose a ball during the round and decide to use a different brand of ball or if it is marked differently, let the rules judge in your group know what ball you're now playing and how it is marked. Secondly, the ball you tee off with on any hole must be played all the way thru the hole unless you lose it or it becomes damaged.

Questions? If there is a dispute over a rule, the rules judge in the pairing will make the final determination. The rules judge may bring the question to Mike Flowe after the round and any correction will be determined.

Have Fun and Remember, it might be the player you bought a share in who is beaten by someone who did not apply the rules correctly! \$\$\$\$\$ Money \$\$\$\$\$

2021 Scratchers and Hackers Golf Invitational

First Flight

Name	Handicap
Chris Bowers	1
Ritchie Fesperman	1
Chad White	4
Gary Fesperman	5
Smurf Killian	6
Cookie Cook	8
Alex Earnhardt	8
EJ White	9
Frank Paras	10

Second Flight

Name	Handicap
Ron Barnhardt	11
Robert Bajorek	11
Ryan Leonard	11
Peter Pruitt	11
JW Burrell	12
Lee Wells	12
Aaron Flowe	13
Robert Lundgren	13
Don Grant	14

Third Flight

Name	Handicap
Dustin Barnhardt	18
Todd Melgaard	18
Dwight Melgaard	19
Wayne Zuk	19
Clint Jones	19
Jeff Tompkins	19
Wes Leonard	20
Dylan Hamel	20

Fourth Flight

Name	Handicap
Rick Forrester	21
Tom Wachtstetter	22
Mike Flowe	23
Terry Tarlton	23
Bobby Bates	25
Carlos Hinojosa	25
Clint Rowland	25

Fifth Flight

Name	Handicap
Derek Leonard	26
Bret Leonard	26
David Burrell	26
Todd Melgaard Jr.	28
Josh Cook	28
Kenny Buesch	29
Jerry White	29

Sixth Flight

Name	Handicap
Steve Jones	31
Brad Harvey	32
John Andren	33
Erick Fowler	36
Ray Joles	36
Coy Green	36

Note : New Players in Red

2021 Scratchers and Hackers Golf Invitational Room List

Falls Suite

Mike Flowe
Jerry White
Donald Grant

Jasmine Suite

Gary Fesperman
Steve Jones
Ritchie Fesperman
Alex Earnhardt

Hotel

Dan Sprouse, Photographer

Tom Wachtstetter
Carlos Hinojosa

Frank Paras

Robert Lundgren

Wayne Zuk
Coy Green

Terry Tarlton
Bobby Bates

John Andren
Brad Harvey

Ryan Leonard
Dylan Hamel

Chris Bowers
Rick Forrester

Clint Rowland

Clint Jones

Cedar Point Suite

Aaron Flowe
Jeff Tompkins
Ron Barnhardt
Dustin Barnhardt

Cottage B

Todd Melgaard
Todd Melgaard Jr.
Peter Pruitt
Dwight Melgaard
David Burrell
JW Burrell
Robert Bajorek
Ray Joles
Lee Wells
Wes Leonard

Hawthorn Cottage

Chad White
EJ White
Jerry Killian
Cookie Cook
Josh Cook
Brett Leonard
Derek Leonard
Kenny Buesch
Erick Fowler

2021 Scratchers and Hackers
Tee Times

River Course - Saturday Morning
Front and Back Start
8:00
White Tees
6026 Yards

Landing Course - Saturday Afternoon
Shotgun Start Front Nine
2:30
Front White - Back Yellow Tees
6039 Yards

River Course - Sunday
Shotgun Start
9:00
White Tees
6026 Yards

Landing Course - Monday
Front and Back Start
8:30
Front Yellow - Back White Tees
5998 Yards

2021 Closest to the Pin

Saturday am - River Course - White tees

Holes 3 and 10

**Saturday pm - Landing Course - White Front
Yellow Back**

**Hole 5
Hole 16**

Sunday - River Course - White tees

Holes 6 and 17

**Monday - Landing Course - Yellow Front
White Back**

**Hole 8
Hole 11**

2021 Calcutta Instructions

As in 2020, Calcutta will have 2 rounds. We will make available to you a Round 1 and Round 2 worksheet at the check in at Calcutta.

Basically in Round 1 you decide who you think will win or place in the top 4 and you can decide how many shares of that person or persons you want to buy. Each share costs \$50.00. You can buy as many shares as you want or you can choose not to participate at all. You can buy yourself or not. You can buy as many shares in as many people as you want. Let's assume you think Jeff Tompkins will win. (I know that would never happen but let's just assume anyway). You buy 3 shares in Jeff for \$150.00 ($\50×3). Other people also buy shares in Jeff. At the end of Calcutta there are a total of 10 shares that were purchased in Jeff by 4 people. Let's assume all shares purchased in all players totals \$10,000 at the end of Calcutta. If Jeff wins the tournament, all 4 of the shareholders who purchased Jeff will share 50% of the purse. That's the percentage that 1st place has always won. 50% or in this case is \$5000 equals a total adjusted share price of \$500 ($\5000 divided by 10). If you purchased 3 shares in Jeff you win \$1500.00 ($\500×3). That's yours to keep; you don't share your winnings with anyone. In this case if Jeff did not buy a share in himself, he wins nothing. If by chance you buy one share in yourself, and no one else buys any share in you, and you win the tournament, then you win \$5000. You share that with no one. By the same token, if you win the tournament and did not buy any shares of yourself, then you win no part of the Calcutta pot. If no one buys shares in a particular person and that person wins, the winning allocations will slide down the leaderboard to the next place winner.

Round 2 is restricted to buying additional shares in yourself and one other person. This gives you the opportunity to potentially make sure you own one-half of yourself if desirable. You can also buy additional shares in one other person. This allows you to buy shares in someone who had few or no shares purchased in him in Round 1 or anyone else if desirable.

Each of the top four winners will be treated the same as before under the above instructions. 2nd place wins 30% of the Calcutta pot, 3rd place wins 15% and 4th place wins 5%. Let's assume Aaron Flowe wins 4th place. Five people bought a total of 8 shares in Aaron. 5% of the pot is \$500. Each share therefore is worth \$62.50 ($\500 divided by 8). If you purchased 4 of those 8 shares then you win \$250.00. In this case you would have paid \$200.00 to buy the 4 shares and you win \$250.00.

1st Round - Saturday, May 29, 2021 - River Course - Front/Back White Tees
Tee Times starting at 08:00 AM

Front 8:00 AM

<i>Aaron Flowe</i>
Jeff Tompkins
Mike Flowe
Don Grant

Back 8:00 AM

<i>Frank Paras</i>
Jerry White
Dwight Melgaard
Ryan Leonard

Front 8:10 AM

<i>Rick Forrester</i>
Wes Leonard
Clint Roland
Todd Melgaard Jr

Back 8:10 AM

<i>Lee Wells</i>
Coy Green
David Burrell
Brad Harvey

Front 8:20 AM

<i>Clint Jones</i>
Carlos Hinojosa
Dylan Hamel
Bobby Bates

Back 8:20 AM

<i>Gary Fesperman</i>
Tom Wachtstetter
Robert Lundgren
EJ White

Front 8:30 AM

<i>Ron Barnhardt</i>
Ray Joles
Chad White
Derek Leonard

Back 8:30 AM

<i>Robert Bajorek</i>
Alex Earnhardt
Kenny Buesch
Terry Tarlton

Front 8:40 AM

<i>Ritchie Fesperman</i>
Todd Melgaard
Bret Leonard
Erick Fowler

Back 8:40 AM

<i>JW Burrell</i>
Wayne Zuk
Cookie Cook
Chris Bowers

Front 8:50 AM

<i>Smurf Killian</i>
Josh Cook
Peter Pruitt

Back 8:50 AM

<i>Dustin Barnhardt</i>
John Andren
Steve Jones

The *highlighted* name indicates the Pairings Rule Judge for this round

2nd Round - Saturday, May 29, 2021 - Landing Course - Shotgun Front White Back Yellow Tees
Shotgun start at 02:30 PM

Hole 1a 2:30

<i>Aaron Flowe</i>
Wes Leonard
Lee Wells
Frank Paras

Hole 2 2:30

<i>Jeff Tompkins</i>
Derek Leonard
Coy Green
Kenny Buesch

Hole 4 2:30

<i>Ritchie Fesperman</i>
Dustin Barnhardt
Josh Cook
Cookie Cook

Hole 6 2:30

<i>Smurf Killian</i>
Don Grant
Dwight Melgaard
Brad Harvey

Hole 8 2:30

<i>Chris Bowers</i>
Todd Melgaard Jr
Robert Lundgren
John Andren

Hole 10a 2:30

<i>Ryan Leonard</i>
Clint Jones
Erick Fowler

Hole 1b 2:30

<i>Mike Flowe</i>
Jerry White
Tom Wachtstetter
Carlos Hinojosa

Hole 3 2:30

<i>Gary Fesperman</i>
Ray Joles
Rick Forrester
David Burrell

Hole 5 2:30

<i>Ron Barnhardt</i>
Bret Leonard
Robert Bajorek
Bobby Bates

Hole 7 2:30

<i>Alex Earnhardt</i>
Todd Melgaard
Wayne Zuk
Dylan Hamel

Hole 9 2:30

<i>JW Burrell</i>
Peter Pruitt
Steve Jones
Terry Tarlton

Hole 10b 2:30

<i>Chad White</i>
EJ White
Clint Roland

The *highlighted* name indicates the Pairings Rule Judge for this round

3rd Round - Sunday, May 30, 2021 - River Course - Shotgun-White tees Tees
Shotgun start at 09:00 AM

Hole 1a 9:00 AM

<i>Mike Flowe</i>
JW Burrell
David Burrell
Dylan Hamel

Hole 18 9:00 AM

<i>Jeff Tompkins</i>
Dwight Melgaard
Ritchie Fesperman
Steve Jones

Hole 16 9:00 AM

<i>Chad White</i>
Dustin Barnhardt
Alex Earnhardt
Erick Fowler

Hole 14 9:10 AM

<i>Lee Wells</i>
Don Grant
EJ White
Josh Cook

Hole 12 9:00 AM

<i>Wes Leonard</i>
Ray Joles
Bobby Bates
Wayne Zuk

Hole 10a 9:00 AM

<i>Gary Fesperman</i>
Jerry White
Robert Bajorek

Hole 1b 9:10AM

<i>Aaron Flowe</i>
Ron Barnhardt
Smurf Killian
Cookie Cook

Hole 17 9:00 AM

<i>Frank Paras</i>
Peter Pruitt
Tom Wachtstetter
Brad Harvey

Hole 15 9:00 AM

<i>Robert Lundgren</i>
Ryan Leonard
Terry Tarlton
Coy Green

Hole 13 9:00 AM

<i>Chris Bowers</i>
Todd Melgaard
Rick Forrester
Carlos Hinojosa

Hole 11 9:00 AM

<i>Clint Jones</i>
John Andren
Derek Leonard
Clint Roland

Hole 10b 9:00 AM

<i>Bret Leonard</i>
Kenny Buesch
Todd Melgaard Jr.

The *highlighted* name indicates the Pairings Rule Judge for this round

4th Round - Monday, May 31, 2021 - Landing Course - Front Yellow/Back White Tees
Tee times starting at 08:30 AM

Pairings will be created on tournament rankings after 3rd round

Front Yellow 8:30 AM

Back White 8:30 AM

Front Yellow 8:40 AM

Back White 8:40 AM

Front Yellow 8:50 AM

Back White 8:50 AM

Front Yellow 9:00 AM

Back White 9:00 AM

Front Yellow 9:10 AM

Back White 9:10 AM

Front Yellow 9:20 AM

Back White 9:20 AM

The *highlighted* name indicates the Pairings Rule Judge for this round