### SRP GOLF ASSOCIATION

## **Orange Tree Golf Club**

10601 North 56th St.

Scottsdale, AZ 85254

## Saturday August 14, 2021

# Payments must be in by EOD Friday August 6, 2021



OrangeTree

Players must notify drake.winfrey@srpnet.com once they have confirmed who is playing in their group.

**Fees:** \$54 per player (includes green fees, cart, flight, and skill prizes)

Carts: Included in sign-up fee

Skins: Optional. Include additional \$5 into entry fee to register for skins. No entry on day of

tournament.

**Attire:** Proper golf attire required. Soft spikes or sneakers required.

Format: Individual Stroke Play by flight. Shotgun start at 7:00AM. Please arrive no later than 30 mins

before tee time. Please allow enough time prior to your tee time to check-in, practice, etc.

Tees: 1st Flight – Blue - 6775 - Other Men – White – 6371 yds: All Women – Red – 5695 yds

Directors: Becky Harsh: 480-967-5048

Drake Winfrey: 602-236-4210

Course Contact: Andy Rauscher 480-948-3730 Website: Orange Tree GC

Driving Range: Grass: no restrictions

Payment			Players: Orange Tree Golf Course	Reminder:
Check Enclosed	Online or Phone	Other	Reminder – Verify players in your group prior to registering	If paying online or by phone, mail or e-mail registration information to:
				drake.winfrey@srpnet.com
				If we don't hear from you, we don't know you signed up and paid

### Payment Options through the America First Credit Union

Log into your AFCU Acct or use speech access & make an online transfer to SRP Golf Association.	If making a deposit with a teller, send a photocopy of deposit receipt to drake.winfrey@srpnet.com	Use your bank's bill pay system with the new SRPGA Post office Box. Please set up early for
\$54 or \$59 (\$5 for skins included in entry fee). Please contact Becky if you need assistance making a transfer through AFCU.		payment by the deadline.

### **Payment by Mail**

Send check (no cash) and/or form to:

SRPGA 500 S. Mill Ave P.O. Box 392 Tempe, AZ 85280

Write on Memo: Orange Tree & Player Name