

12:30 pm
Shotgun Start

\$155 per player

Registration Includes:

- 18 holes of golf
- Cart Fees
- Prizes
- Lunch at the Marshview restaurant beginning at 11:30 am
- * Bag rental is available for an additional charge

With prizes throughout the course for longest drive, closest to the pin, this “skins” game will make your golf day one to remember.

The Oak Marsh Golf Course is one of the truly classic Pete Dye-designed golf courses in the world. The course, built in 1972 shortly after the completion of the Harbour Town Golf Links at Hilton Head Island, South Carolina, is noted for its tight fairways and small greens, meandering along serpentine salt marsh creeks and through the moss draped heritage oaks for which Amelia Island is famous.

At par 72, this 6,500-yard course has 14 holes with water hazards and numerous bulk-headed greens. A variety of bunkers are placed throughout the course to add to the challenge, and a natural approach has been maintained as well with the use of coquina shell cart paths, native plant life and preserved habitats for the local wildlife. Walking is allowed after 4:00 p.m.

Golf Tournament

Oak Marsh Golf Course

Wednesday
January 31, 2018

REGISTER NOW

Mail registration form before January 1, 2018 with payment to: UPHA, 4059 Iron Works Parkway, Suite 2, Lexington, KY 40511 or fax to (859) 255-2774.

First Name: _____ Last Name: _____

Address: _____ City: _____ State: _____ Zip: _____

Phone #: _____ Email: _____

Refund Policy: Cancellations must be made in writing no later than January 1, 2018. No refunds will be issued on cancellations received after this date, or for conference no-shows. Refunds will not be processed until after the conference.

Method of Payment: A 4% convenience fee will be added to all credit card transactions.

☐ Check Enclosed/Payable to UPHA Check # _____

☐ Visa

☐ MasterCard

☐ Amex

Credit Card Number _____

Expiration Date _____ CVV Code _____

Billing Address of Card (mandatory) _____

Print Name (as it appears on credit card)

Cardholder's Signature