### Two Person SPRING Shamble



# Rules & Information

- Format for a 2-Person Shamble is a combination of *Scramble* and *Better Ball*..
- Both partners tee off, you pick the best drive and both players play their own ball in from there.
- When placing your ball after the TEE SHOT 36" No Closer to the hole in Closely Mown Areas (Fairway/ Fringe) 6" No Closer to the hole in other areas. Must maintain playing conditions (i.e. Rough stays in Rough)
- Scoring is like Better Ball, take the best score on each hole
- 6 Drive Minimum / Player—Mark scorecard of players drive when used.
- At Minimum the Score <u>MUST BE RECORDED</u> for the individual whose team score is being counted
- All teams MUST SWITCH Scorecards with the other team in their group
- Tournament Scoring and Results will follow play OUTSIDE of the Player's Grille

Gross & Net Payouts BY FLIGHT (80% Handicap for Net)

#### **LOCAL RULES**

- USGA Rules Govern All Play
- Men: White Tees
  Women: Red Tees
- NO GIMMIES! All Putts MUST BE HOLED
- Maintenance Area is defined by white lines—play as Abnormal Ground Conditions
- Out of bounds marked with white stakes; USGA Rule #18
- Abnormal Ground Conditions—Marked By White Paint—Free Drop No Closer To Hole
- AROUND CLUBHOUSE: Cart Path Edge denotes Out of Bounds Line.
- Penalty Areas marked by red stakes or paint; USGA Rule #17 (#1, 2, 4, 6, 7, 10, 11 & 17)
- Penalty Areas marked by yellow stakes or paint; USGA Rule #17 (#11 & 12)
- Flowerbeds are Abnormal Ground Conditions; USGA Rule #16—Must Take Relief
- Rules Questions Play two balls, declare which one you WISH to count and a ruling will be made at the completion of play. Rules Committee: Dan Ostrin, PGA Head Professional & Alex Hass, Assistant Professional



# SKINS GAME

Optional \$20/Team

**TEAM SKINS GAME** 

Gross & Net Payout (Field)



# SPECIAL PRIZES

#### LONG DRIVE

Men (AGE 0-59): Hole #10 Men (AGE 60 & up): Hole #10 Women (All): Hole #10

#### **CLOSEST to THE PIN**

Men (Handicap 0-12): Hole #11 Men (Handicap 13 & up): Hole #17 Women (All): Hole #8