



SOCIETY SCRAMBLE SCORESHEET

AWAY TEAM PUTS UP FIRST

HOME TEAM	CUM HCP
TEAM ROSTER	RACE TO

AWAY TEAM	CUM HCP
TEAM ROSTER	RACE TO

BLUE COLUMNS INDICATE WHICH PLAYER BREAKS

	#	PLAYER NAME	TYPE	HCP	W/L	CUM SCORE
ROUND 1	1		Singles			
	2		Singles			
	3		Scotch			
	4					
ROUND 2	1		Scotch			
	2					
	3		Singles			
	4		Singles			
ROUND 3	1		Singles			
	3		Singles			
	2		Scotch			
	4					
ROUND 4	2		Singles			
	1		Singles			
	3		Singles			
	4		Singles			
ROUND 5	2		Singles			
	3		Singles			
	4		Scotch			
	1					

	#	PLAYER NAME	TYPE	HCP	W/L	CUM SCORE
ROUND 1	1		Singles			
	2		Singles			
	3		Scotch			
	4					
ROUND 2	1		Scotch			
	2					
	3		Singles			
	4		Singles			
ROUND 3	3		Singles			
	1		Singles			
	2		Scotch			
	4					
ROUND 4	3		Singles			
	2		Singles			
	4		Singles			
	1		Singles			
ROUND 5	1		Singles			
	2		Singles			
	3		Scotch			
	4					



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TEAM NAME

TEAM NAME

	#	PLAYER NAME	TYPE	HCP	W/L	CUM SCORE
ROUND 6	4		Singles			
	1		Singles			
	2		Scotch			
	3					
ROUND 7	2		Singles			
	3		Scotch			
	1					
	4		Singles			
ROUND 8	1		Singles			
	2		Singles			
	3		Scotch			
	4					
ROUND 9	1		Scotch			
	2					
	3		Singles			
	4		Singles			
ROUND 10	1		Singles			
	3		Singles			
	2		Scotch			
	4					

FINAL

	#	PLAYER NAME	TYPE	HCP	W/L	CUM SCORE
ROUND 6	2		Singles			
	4		Singles			
	3		Scotch			
	1					
ROUND 7	4		Singles			
	2		Scotch			
	1					
	3		Singles			
ROUND 8	1		Singles			
	2		Singles			
	3		Scotch			
	4					
ROUND 9	1		Scotch			
	2					
	3		Singles			
	4		Singles			
ROUND 10	3		Singles			
	1		Singles			
	2		Scotch			
	4					

FINAL

Captain's Signature

Captain's Signature

RACE TO is determined by dividing the cumulative handicap by 2 and adding 5.
[(CUM HCP / 2) + 5]
ROUND UP IN CASES OF 1/2 POINTS

EXAMPLE
 $7 + 5 + 5 + 4 = 21$
 $21 / 2 = 10.5 = 11$ (ROUNDED UP)
 $11 + 5 = \text{RACE TO } 16$

Anything **over 16** reduces your opponents **RACE** by 1 for each point **over 16**.