

SOCIETY SCRAMBLE SCORESHEET

		AWAY TEAM PUTS UP FIRST	
CUM HCP	AWAY TEAM		CUM HCP
RACE TO	TEAM ROSTER		RACE TO
			CUM HCP AWAY TEAM

BLUE COLUMNS INDICATE WHICH PLAYER BREAKS

	#	PLAYER NAME	TYPE	НСР	W/L	CUM SCORE		#	PLAYER NAME	TYPE	НСР	W/L	CUM SCORE
_	1		Singles				_	1		Singles			
Q N	2		Singles				P	2		Singles			
ROUND	3		Scotch				ROUND	3		Scotch			
X	4		Scotch				<u>~</u>	4		Scotch			
2	1		01.1				2	1		0(.)			
	2		Scotch					2		Scotch			
ROUND	3		Singles				ROUND	3		Singles			
<u>x</u>	4		Singles				<u>~</u>	4		Singles			
က	1		Singles				က	3		Singles			
	3		Singles					1		Singles			
ROUND	2		Scotch				ROUND	2		Scotch			
œ	4		Scotch				<u> </u>	4		Scotcii			
4	2		Singles				4	3		Singles			
	1		Singles					2		Singles			
ROUND	3		Singles				ROUND	4		Singles			
2	4		Singles				X	1		Singles			
2	2		Singles				5	1		Singles			
	3		Singles					2		Singles			
ROUND	4		0 4 - 1				ROUND	3		04-			
<u> </u>	1		Scotch				<u> </u>	4		Scotch			



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TEAM NAME

	#	PLAYER NAME	TYPE	НСР	W/L	CUM SCORE
9	4		Singles			
ROUND 6	1		Singles			
no	2		Scotch			
Ľ	3		Scoton			
2	2		Singles			
ROUND 7	3		Scotch			
OO	1		Scotti			
The control of the con	4		Singles			
ω	1		Singles			
	2		Singles			
ROUND	3		Scotch			
<u>r</u>	4		Scotch			
6	1					
ROUND 9	2		Scotch			
	3		Singles			
X	4		Singles			
0	1		Singles			
ROUND 10	3		Singles			
	2		04-1			
	4		Scotch			

						CUM
9	#	PLAYER NAME	TYPE	НСР	W/L	SCORE
	2		Singles			
Q.	4		Singles			
ROUND 6	3		Scotch			
œ	1		Scotch			
	4		Singles			
	2					
ROUND 7	1		Scotch			
ď	3		Singles			
œ	1		Singles			
	2		Singles			
ROUND 8	3		01.1			
~	4		Scotch			
	1					
	2		Scotch			
ROUND 9	3		Singles			
	4		Singles			
ROUND 10	3		Singles			
	1		Singles			
N	2					
RO	4		Scotch			

FINAL

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 = RACE TO 16