

### **BSMGC GOLF SCRAMBLE RULES**

All team members tee off on each hole and then decide which tee shot they like the best and mark the spot with a tee or ball marker. Once a team members tee shot is selected, the other team members pick up their balls and place them within **one club length (no closer to the hole)** of the marked spot. Each team member hits their next shot from the chosen spot. This procedure is repeated on every shot for the remainder of the hole, including putts. The ball should be marked on the putting green. Putts need to be placed within **3 inches of the marked spot (no closer to the hole)**. The first ball to go in the hole is counted for the team score. **NO "that's close enough"**.

Players may lift, clean, and place your ball within one club length on the selected shot. If the ball chosen to play is in a hazard (sand, water, etc.); players cannot place the ball outside the hazard even if relief from the hazard is within the one club length. If the ball you choose is unplayable, normal stroke penalties will apply. If the ball chosen to play is in the rough, players must play from the rough even if the one club length allowed from the selected shot would improve their lay into the fairway. Players cannot improve their lay from the fringe onto the green even if the one club length allowed would do so.

All teams will play from the white tees. **For Threesome Teams**, Player "1" plays two balls on all the first hole, Player "2" plays two balls on second hole, and player "3" plays two balls on the third hole. This rotation will repeat through the rest of the round. The player hitting two balls off the tee hits first and last on their designated two ball hole.

Minimum number of tee shots required per player: Foursome Teams – 2 shots each member.  
Threesome Team – 3 shots each member.

Place an "X" on the scorecard for whose tee shot was used for that hole than enter the team's gross score for each hole.

Team handicaps are calculated using Appendix C: Handicap Allowances of the USGA Rules of Handicapping. They recommend using 25%, 20%, 15%, and 10% of each players adjusted handicap from lowest to highest. Those adjusted numbers are added together to give each team a single tournament handicap. For Threesomes, an average of the three players adjusted handicaps will provide a fourth handicap to place in the recommended calculation.

Auxiliary Holes 5 and 16 and Skins will be team side pots. Only one measurement per team is allowed on the Auxiliary holes. The winnings for each of these pots will be divided by the number of team members who paid into the pot. Auxiliary Holes 5 and 16 will only have one flight paying three places. Net and Skins play will have two flights. Holes 6 and 12 will be individual play with only one winner per hole. There will be no Honeypot.

Please rake all marks made in sand bunkers.

Leave the putting green as soon as you have holed out.

Do not play until the players in front of you are out of range.

Please observe all local course rules and above all, enjoy the day!