

One-Out Shamble**Saturday April 27, 2019****8:15 AM Shotgun Start
Canyon-Meadow**

Check In/Tee Off: You must check in and pick-up your scorecard so that you are not late for your tee time. You must play your assigned tee time.

Shamble Team: Each team has a player from each of four handicap levels "A", "B", "C", and "D" as selected by GHIN Pairing Program. It may become necessary, due to no-shows or lack of participants, to form one or more three player teams. Scoring for this situation is described in "Method to be Used if a Player is Missing" below.

Format: All players tee off on every hole with each player starting the hole from his designated tee. The team chooses which tee shot they will play. All players then place their ball and play their second shot from within one club length of the chosen tee shot's position; no closer to the hole. The player who hit the chosen tee shot may lift, clean, and place his ball before playing his second shot. Each player then completes the hole counting all strokes including the tee shot and recording the GROSS score. The team **must use every player's tee shot at least twice.** Total low team net score will be the winners.

If the chosen tee shot is in the rough, in a penalty area, or out of bounds the one club length allowance cannot be used to position the second shots out of the rough, out of the penalty area, or in bounds. On the green, one putter head length is used for placement. Your one club length measurement MAY take you out from behind a small tree, etc., but it MAY NOT take you out of a penalty area or onto a green.

If the chosen tee shot is from a bunker, you may rake the sand in between shots before placing the next ball. You may not ground your club in any hazard. Team members may help each other with alignment, but may not stand behind the player while putting.

Each player's net score is calculated by the Committee for each hole. The highest net score on each hole is not counted. The total of the remaining three net scores is the team score for that hole.

Flighting/Handicap: Section 3-5 of the USGA Handicap System will be applied to balance net team handicaps. Teams are selected to make total team handicaps as close as possible with all players given 70% of their course handicap. Flighted by

handicap with mixed tees (within flights).

Method to be Used if Player is Missing: Threesome(s) will play in a similar manner as described above, recording their individual scores. After the round, the committee will select a player (blind) at random from another team in the same flight as the missing player and record those scores on the threesome's card. The team score will be calculated as if that player had been their fourth.

Teeing Ground: See the contest scorecard for each player's teeing ground. Black and Blue players will play from the Blue tees and the remaining players will play from their Default tees.

Captain: The "A" player shall make the decision for the order of play and for which ball is to be selected for play. The "A" player is responsible for pace of play. The "A" player will record whose tee ball was used on each hole on the score card.

Pace of Play: Keep up with the group in front (GIF). Everyone observe your fellow competitor's strokes and follow other suggested pace of play suggestions.

Recording Scores: Each player's GROSS score is recorded for each hole. The highest net score on each hole is not counted. The total of the remaining three net scores is the team score for that hole.

Closest-to-the-Pin (CTP) Contests: Three par-three holes have individual competitions that pay \$25.00 in CASH. A separate voluntary \$5.00 cash contest is available at check-in for a fourth par-3 Glory Hole using a special measuring device. Measurement of CTP is from the flagstick to the front of the ball on the green.

Skins Game: An All-In \$20.00/Team Skins Game is available at check-in. Basic Skins will be based on the low team scores (best 3 net) for each hole. If one team member elects not to enter, the other team members, must "pick up all the action" by paying his entry

Ties for team scores: Will be settled by a scorecard play-off as specified in the current USGA Rules of golf.

Rules: In addition to USGA rules, the FHMGC hard card applies.

Prizes

Are in the form of Pro Shop Credit. Credits can accumulate through the season, but must be spent by December 31st of this year (no exceptions). Prize amounts and distribution are based on number of players and will be posted the day of the tournament.