

## **CSGC 2-Man Shamble**

### **Format**

The 2-Man Shamble is played like a 2-Man Better Ball event except for the 2<sup>nd</sup> shot. After the players execute their tee shots, the team picks the ball location they wish to play from next. That ball position is the *reference point* and must be marked. Each player, in turn, places his ball within one club length of the *reference point*, no nearer the hole, for his 2<sup>nd</sup> shot. Play then continues just as in a better ball event, with each player playing his own ball until holed or picked-up.

### **Minimum Number of Tee Shots**

Each player's tee shot must be used a minimum of six (6) times.

### **Marker Instructions**

Markers are to record only the gross score on each player's score-line. Use the 3<sup>rd</sup> score-line to identify the player whose tee shot was used (e.g., with an initial). You may optionally also record the team net score on the 3<sup>rd</sup> line.

If a player "picks-up", record an "X" followed by his most likely score.

### **Handicapping**

As in a 2-Man Better Ball format, a stroke allowance factor of 85% will be applied to each player's *Course Handicap*. Each player's *Playing Handicap* is distributed over the 18 holes according to the *Stroke Index* allocation for the course. The team score is the sum of best-balls for each hole.

***This is a non-post-able event.***