

CSGC 4-Man Shamble

Format

The 4-Man Shamble is played like a 4-Man 2 Best Balls event except for the 2nd 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. If that position is in the *general area*:

Each player, in turn, places his ball **within one club length of the reference point**, no nearer the hole, for his 2nd shot.

If ball position is in a *bunker or penalty area*:

Each player, in turn, takes appropriate relief or plays his ball from the reference position (**no distance relief**).

Play then continues just as in a best 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 three (3) times.

Marker Instructions

Markers are to record just the gross hole-score¹ on each player's score-line and, optionally, the team net score on the 5th score-line. Record the initials of the player whose tee shot was used below all of the score-lines.

Handicapping

A stroke allowance factor of ~~0.9~~ ^{85%} will be applied to each player's Yellow-tee Course Handicap.

¹ This a non-postable event, so if a player "picks-up", no score needs to be recorded, but an "X" may also be used to indicate no-score for that hole.