CSGC 2-Man Shamble

Format

The 2-Man Shamble is played like a 2-Man Better Ball 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. Each player, in turn, places his ball within one club length of the *reference point*, no nearer the hole, for his 2nd 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 3rd 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 3rd 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 *CSGC Stroke Index* allocation. The team score is the sum of best-balls for each hole.

This is a non-post-able event.