

Two-Man Louisiana Scramble Golf Tournament Rules

The tournament will be played as two-person teams, best ball, stroke play. Each team records only one score per hole on their card.

Tee shot. The two partners each hit a tee shot.

Next shots. The partner with the poorer drive moves his ball to the spot (within one club length) where his partner's ball stopped. [NOTE: It is *not* mandatory for one partner to move his ball to the other's location.] They both hit their second shots from this more desirable location. After they have hit their second shots, they again select the best location of the two and both hit from there and hit third shots. This procedure continues until one team member is in the cup.

Picking up. The other partner may pick up unless he can still improve the team score.

Putting tips. Before putting, a marker should be placed next to your ball in case you miss the putt, in which case your partner would try from the same spot. You may also "tap in" a putt to speed up play instead of marking—your partner can still improve the team score; no penalty.

Improve Lies. Lies may be improved one club length anywhere on the course *except in hazards, OB, or on greens* (cannot bring back in bounds if you are one club length out of bounds).

Hitting order. Either partner may hit first on any given shot or putt.

An example of play. Both partners hit a tee shot on a 200-yard par 3 hole. Sam hits his tee shot onto the green 20 feet from the pin. Partner Dave hit into the greenside trap. Dave picks his ball out of the trap while Sam eye's the putt. Sam misses the putt and taps it in. Dave then eye's the same 20 foot putt and makes it, improving the team score to 2, which is the score marked on the card for that hole.

Out of bounds. Shots out of bounds or in water hazards cost you nothing unless your partner is also in trouble on the same shot. You *cannot* improve your lie out of bounds by one club length so you are in bounds.

Handicaps. Refer to the following sheet titled *2003 Oakwood Scramble Handicapping for details on team handicap calculations.*

Live Team Auction:

A live team auction will be held after the dinner at the Annual Banquet. Winning bidders need to be present at the banquet to pay for the team. You may bid on any team you want, including your own, and on as many teams as you want. If someone else is successful in buying your team, you have the right to purchase one-half interest by paying them one-half of what they had to pay for your team. This one-half purchase right must be exercised before the tee time of the owner(s) of record. If the team you own finishes first or second, you receive a portion of the pool (see note below). Only the owner of record is paid—you must collect from the owner if buying a team as a group.

Bidding. All teams are required to pay \$50.00 into the calcutta pool. This is considered the first bid for the team. Bidding increments must be a minimum of \$10.00. For example, the second bid must be *at least* \$60.00. If the second bid was \$60.00, then the third bid must be *at least* \$70.00. The highest bidder must pay cash or check immediately.

Payout. Each flight pool is distributed to the owner of record of the first and second place teams on a 70-30 percent basis. **Ties:** If two teams tie for first place, scorecards will be matched to determine the winner and second place. If more than two teams tie, the pool for that flight will be divided equally among the tied teams. In case of ties for second place (with no ties for first), the 30 percent of the flight pool is divided equally among the tied teams.

2002 Oakwood Scramble Team Handicapping

The table below shows how the team handicaps will be derived. The Team Golf International Challenge Golf Tournament uses this system in an attempt to “level the playing field” for randomly selected teams (i.e., no requirements for A, B, C, or D team members).

A maximum 10 stroke spread is allowed for team members based on the lowest index of the two players. Then their indexes are combined and the handicap determined from the table.

Example: Player 1 has a 10.5 index and Player 2 has a 23.5 (but he can only use 20.5) making their combined index a 31, so from the table their team handicap is 7.

Team members' combined USGA Index	Team Handicap
80.0 – 83.9	20
76.0 – 79.9	19
72.0 – 75.9	18
68.0 – 71.9	17
64.0 – 67.9	16
60.0 – 63.9	15
56.0 – 59.9	14
52.0 – 55.9	13
48.0 – 51.9	12
44.0 – 47.9	11
40.0 – 43.9	10
36.0 – 39.9	9
32.0 – 35.9	8
28.0 – 31.9	7
24.0 – 27.9	6
20.0 – 23.9	5
16.0 – 19.9	4
12.0 – 15.9	3
8.0 – 11.9	2
4.0 – 7.9	1
3.9 & lower	0