SCRAMBLE RULES SHEET  (Andover Tournament)

Each group competes as a team for the LOWEST TEAM GROSS SCORE for the 18 holes.

METHOD OF PLAY

1. Play begins with each member of the group teeing off.
2. With the agreement of the other members of the group, decide which drive is the most desirable.
3. The other members of the group pick up their balls and proceed to the spot of the selected drive, where they will hit their second shots.
4. The best of the second shots is then chosen. The group will then hit all their putts (or third shots) from that spot.
5. This procedure continues until the ball is in the hole.
6. At the end of each hole, the score for the group is recorded on the card.

OTHER RULES

1. Place balls within one club length of the original ball
2. On the putting green place the ball within 3 inches of the original ball.
3. In placing the ball, you may not change the condition of the shot. If the ball is in a hazard or rough, all members of the team must play their shot from the hazard or rough, respectively.
4. On the putting green, give each person a shot at the first putt. Do not hole out a short putt if you have missed your first putt. The first ball in must count. Mark your ball and wait.
5. If playing as a threesome, one member of the threesome may on a rotational basis, hit or putt an extra time to compensate for the fourth person.
6. Normal CKSMGA Rules (out of bounds, etc) apply.

EACH PLAYER ON THE TEAM MUST CONTRIBUTE AT LEAST THREE DRIVES

Monday - Red tees for all players

Tuesday- Red tees for SuperSeniors

Silver tees for Regular Players