

**KKMGC**

**2026 Club Championship**

*Yellow cells still to be finalized*

Deadline to Register: **2/5/2026**

Day 1 Format: **Individual Stroke Play**

Date: **2/7/2026**

Tee off at: **8am** Shotgun

Day 2 Format: **Individual Stroke Play**

Date: **2/8/2026**

Tee off at: **8am** Shotgun

**Rules Day 1 and Day 2**

- o 100% of adjusted handicap based on tees selected.
- o Players must play the tees that they normally play on Saturday's.
- o Medal play scoring
- o Putt everything out...no gimmies.
- o Incorrect Scorecards or Unsigned Scorecards may lead to disqualification...suggest using a calculator on your phone to ensure accuracy.

Deadline to Register: **2/20/2026**

Day 1 Format: **2-Man Shamble**

Date: **2/28/2026**

Tee off at: **8am** Shotgun

Day 2 Format: **2-Man Best Ball**

Date: **3/1/2026**

Tee off at: **8am** Shotgun

***Teams must be within a 10-stroke margin of each other's official GHIN, or the higher GHIN will be reduced down to get within the 10-stroke margin.***

### Rules Day 1 - Two-Man SHAMBLE

- o Switch Scorecards with the group you are playing with. Team A keeps Team B's scorecard and vice versa.
- o Each player plays the tees that they normally play on Saturdays.
- o Take the best drive of the 2 Players and then each Player will play their own ball in to finish the hole.
- o Minimum of 6 drives from each player.
- o Putt everything out...no gimmies.
- o Record both player's scores on the official scorecard.
- o 80% of each player's course adjusted handicap applied.
- o The lowest net score of the 2 Players on each hole will be applied towards the Team's 18 hole total.
- o SIGN the Scorecards when finished. Team A will sign Team B's scorecard and vice versa.
- o Recommend keeping a backup scorecard for both teams to ensure scoring accuracy.
- o Incorrect Scorecards or Unsigned Scorecards may lead to disqualification of the Team...suggest using a calculator on your phone to ensure accuracy.

### Rules Day 2 - Two-Man Best Ball

- o Switch Scorecards with the group you are playing with. Team A keeps Team B's scorecard and vice versa.
- o Each player plays the tees that they normally play on Saturdays.
- o Each Player plays their own ball the entire round.
- o Putt everything out...no gimmies.
- o Record both scores on the official scorecard.
- o 90% of each player's course adjusted handicap applied based on tee's selected.
- o The lowest net score of the 2 Players on each hole will be applied towards the Team's 18 hole total.
- o Teammates have the option to play different tees for this round. So player 1 can play white tees and player 2 can play the red tees if they choose to do so.
- o SIGN the Scorecards when finished. Team A will sign Team B's scorecard and vice versa.
- o Recommend keeping a backup scorecard of all 4 players to ensure scoring accuracy.
- o Incorrect Scorecards or Unsigned Scorecards may lead to disqualification of the Team...suggest using a calculator on your phone to ensure accuracy.

Deadline to Register: **3/6/2026**Day 1 Format: **2-Man Scramble**Date: **3/27/2026**

Tee off at:

**8am**

Shotgun

Day 2 Format: **2-Man Best Ball**Date: **3/28/2026**

Tee off at:

**8am**

Shotgun

***Teams must be within a 10-stroke margin of each other's official GHIN, or the higher GHIN will be reduced down to get within the 10-stroke margin.***

**Rules Day 1 - Two-Man SCRAMBLE**

- o Switch Scorecards with the group you are playing with. Team A keeps Team B's scorecard and vice versa.
- o Take the best shot of the 2 Players for the entire round.
- o Teammates must play the same tees for this round based on the Member's normal Saturday tees.
- o 6 drives from each player must be used in this round.
- o Putt everything out...no gimmies.
- o 35% of low player's course adjusted handicap + 15% of high player's course adjusted handicap based on tee's chosen.
- o SIGN the Scorecards when finished. Team A will sign Team B's scorecard and vice versa.
- o Glory Hole - If a player hits their ball inside the string distance on any par 3 or makes a hole in one, then put the Players initials in the Glory Hole box on the scorecard that corresponds with the hole the bet was won. Leave the box blank if nobody won their bet.
- o Recommend keeping a backup scorecard of all 4 players to ensure scoring accuracy.
- o Incorrect Scorecards or Unsigned Scorecards may lead to disqualification of the Team...suggest using a calculator on your phone to ensure accuracy.

**Rules Day 2 - Two-Man Best Ball**

- o Switch Scorecards with the group you are playing with. Team A keeps Team B's scorecard and vice versa.
- o For this round, the Guest may choose to play a different set of tees than their Member partner's normal tees.
- o Each Player plays their own ball the entire round.
- o Putt everything out...no gimmies.
- o Record both scores on the official scorecard.
- o 90% of each player's course adjusted handicap applied.
- o The lowest net score of the 2 Players on each hole will be applied towards the Team's 18 hole total.
- o SIGN the Scorecards when finished. Team A will sign Team B's scorecard and vice versa.
- o Glory Hole - If a player hits their ball inside the string distance on any par 3 or makes a hole in one, then put the Players initials in the Glory Hole box on the scorecard that corresponds with the hole the bet was won. Leave the box blank if nobody won their bet.
- o Recommend keeping a backup scorecard of all 4 players to ensure scoring accuracy.
- o Incorrect Scorecards or Unsigned Scorecards may lead to disqualification of the Team...suggest using a calculator on your phone to ensure accuracy.