

DRAFT RULES AND GUIDELINES

-TEAM SHAMBLE- \$135 ENTRY FEE INCLUDES DRAFT TAB, GOLF, CART, GAME

1. WE WILL BE SELECTING VIA DRAFT.... DRAWING CARDS FOR PICK 1, ADD UP ADJUSTED HANDICAPS (% not index or full handicap) AND PICK FROM HIGHEST TO LOWEST FOR PICK 2, AND REPEAT FOR PICK 3

2. CAPTAINS WILL GET ONE SELECTION IN EACH COLUMN (CAPTAIN 80%) (COLUMN 1 ~ 70%) (COLUMN 2 ~60%) (COLUMN 3 ~50%) – You do not have to go in column order

3. THERE WILL BE A 2 MINUTE TIME LIMIT FOR EACH SELECTION. IF A CAPTAIN IS NOT PRESENT, HE CAN MAKE A SELECTION VIA THE PHONE, OR IF A PRE-DETERMINED LIST WAS GIVEN TO SOMEONE (WE WILL HAVE DRAFT LIST PUBLISHED PRE-DRAFT). IF IN THE EVENT NO SELECTION IS MADE BY A CAPTAIN, HE WILL GET THE NEXT AVAILABLE GUY ON THE DRAFT BOARD, IN THE COLUMN THAT IS NEEDED (1-2-3 ORDER). ONCE A CAPTAIN HAS A TEAM MEMBER PRESENT, THAT PLAYER MAY SELECT THE REST OF THE TEAM.

4. THE COLUMNS WILL BE PRE-DETERMINED BY THE 8/31 HANDICAP REVISION AND USED FOR THE SHAMBLE.

FORMAT: PLAYING OFF THE TEAMS BEST DRIVE WITH NO RESTRICTIONS. ONCE THE TEE BALL IS SELECTED, EACH PLAYER WILL PLAY THEIR OWN BALL INTO THE HOLE FOR A SCORE. THE CARDS WILL BE SLASHED BASED ON YOUR COLUMN %.

2 BEST **NET** BALLS ON ALL PAR 4'S AND 3 BEST **NET** BALLS ON ALL PAR 3'S & 5'S.
TEAM GAME WILL BE FRONT / BACK / 2 OVERALLS

TEAM NET SCATS WILL BE THE ADDED TOTAL OF THE 2 NET BALLS ON ALL PAR 4'S AND 3 BEST NET BALL'S ON PAR 3'S & PAR 5'S.

TEAM GROSS SCATS WILL BE THE ADDED TOTAL OF THE 2 GROSS BALLS ON ALL PAR 4'S AND 3 BEST GROSS PAR 3'S & 5'S. NET/GROSS SCATS WILL BE 1 POOL

ALL PLAYERS WILL PLAY THEIR OWN BALL ON PAR 3's

*ALL SENIOR UP TEE ELIGIBLE PLAYERS **WILL** TEE OFF FROM BLUE TEES ON EVERY HOLE.

TEAM CLOSEST TO THE PINS ON ALL PAR 3's

WE WILL PLAY THE TEE BALL ONLY - UP ALL OVER – YOU MAY CHANGE VENUES, NO CLOSER TO THE HOLE (YOU MAY NEVER PLACE THE BALL ON THE GREEN)

AFTER THAT WE WILL PLAY THE BALL **DOWN**– SMOOTH AND PLACE IN TRAPS.

THERE WILL BE 2 SCORECARDS FOR EACH GROUP. PLEASE MAKE SURE 1 CARD HAS 4 SIGNATURES