



FORMAT: **BRAMBLE - TEAM PLAY**

~ NO RINGERS

INSTRUCTIONS:

1. Captains prepare two cards with player's names, CGC numbers and Handicap (HCP).
 - a. Cards are to be stroked using handicaps (HCP) according to degree of difficulty for each hole. Maximum of 3 strokes off any hole.
 - b. Remember to note no more than 27 handicap on the scorecard for those players who may have a higher handicap on the Pairings sheet.
 - c. Start and finish times, along with elapsed time for the round should also be noted on cards
2. Captains collect \$2.25 from each player before playing, reminding all to be aware of "pace of play".
3. Captain and Co-Captain keep score. The Low Net score of the group will be the team score for that hole.
4. In this format: Each player hits from the tee, the best shot is selected. After selecting the best drive, each player plays their own ball in from that spot (within one club length) until the ball is in the hole. The Low Net score of the group will be the team score for that hole.
 - a. A Birdie must be a true birdie; not from another player's drive. Chip-ins are counted.
5. Each player must have at least two drives. Place a "D" on each hole indicating which player's drive was used. Individuals playing from the Forward/Family tees are limited to two drives
6. Players announce number of strokes when they reach the green.
7. All players pick up after 10 shots, regardless of handicap
8. Gross scores should be noted in the "Tot" column on the card
9. Teams with three players will subtract one stroke from their total Team score. Teams with two players will subtract two strokes from their total Team score.
10. Players' individual scores are **NOT** to be entered into the GHIN system.