



**INSTRUCTIONS: BRAMBLE/ TEAM PLAY
(NO RINGERS)**

1. Captains prepared 2 scorecards with names, CGC number and handicap. Captains stroke 2 scorecards using handicaps and degree of difficulty for each hole. Maximum of 3 strokes off any one hole. Remember to put no more than a 27 handicap on the scorecard for those players who may have a higher handicap on the pairings sheet.
2. Captains collect \$2.25 before playing. Captains will also remind their team to be aware of “pace of play”. At the end of the round, the Captain will bring one scorecard, signed and attested, plus the money to the Scorers.
 - All Members of each team tee off and the best drive is selected. The other team members move their golf balls to the spot of the best drive. Then all team members play their second stroke from that location (within one club length).
 - Everyone then continues playing their own ball, stroke play style, until each player has holed out producing four individual scores. All players will pick up after 10 strokes.
 - The low net score of the group will be the team score for that hole.
 - You must use two drives from each player on the team. Individuals playing from the forward/family tees are limited to two drives.
 - A birdie must be a true birdie. It cannot be from someone else’s drive.
 - Chip-ins are counted.
 - As in regular team play a threesome will deduct one point from their total team score.
3. Scores are not entered into the GHIN system
4. No Ringers.