

FOUR-MAN SHAMBLE TOURNAMENT RULES 2026

Format: This is a 4-Man Shamble where the team score is a combination of the best two net scores of any of the team players, based on the format outlined below. **The Team Captain is the A Player. If any team player reaches the point on a hole where his ball cannot be one of the two best net scores, the Team Captain will ensure that player picks up.** For example, the B and C players have putt out and have net pars. The A and D players are putting for net bogey. Since the A and D players cannot have one of the two best net scores, they will pick up, record an "X", and the team will move to the next hole. Since this is a Shamble format, no scores will be posted to GHIN.

- **On the Par 4s and Par 5s:** Each team member will hit a drive. The team will then select which drive to use, **and ALL players will play their individual balls from that position until holed, or until they cannot have one of the team's best two net scores. (NOT a Scramble).**

- **On the Par 4s and Par 5s:** each team will be required to use at least one drive from each player on Holes 1 through 9, and again on Holes 10-18 (Not necessarily your first nine holes and your last nine holes).

After selecting your drive on the Par 4s and Par 5s, you must place your ball within a scorecard length (same as a golf grip) from the ball selected. You must stay in the same condition as the ball selected; e.g., if you are in the rough, you must stay in the rough.

Mark the player whose tee shot was used on the Par 4s and Par 5s on the paper scorecard. Failure to do so will result in a team disqualification.

On the Par 3s: Each team member will play his individual ball until holed or until they cannot have one of the team's best two net scores. **Each team member will play his own tee shot on the Par 3s.**

- Your tee assignments are marked on your scorecard; you must play from those tees.

- **If you are a threesome,** record the gross scores for your three players. **Do not play a fourth ball.** The tournament committee will enter scores for the fourth player using the first player's score on holes 1, 4, 7, 10, 13, and 16; the second player's score on holes 2, 5, 8, 11, 14, and 17; and the third player's score on holes 3, 6, 9, 12, 15, and 18.

We'll be using the Golf Genius Mobile App along with a paper scorecard. One player will log into Golf Genius using your foursome GGID and keep the team's electronic scores. A second player will keep the paper scorecard for the team. Record the **Gross** scores for each player. After the round, compare the scores between the Mobile App and the paper scorecard to ensure they are correct. Two golfers must sign the paper scorecard. **Return the paper scorecard to a Tournament Committee member in the Silver dining room after your round and before you leave the clubhouse area.** Teams with no paper scorecard will be DQ'd for the tournament. In the event there is a discrepancy between the GG Mobile scorecard and the paper scorecard, the Tournament Committee will use the score marked on the paper scorecard.

Handicap: Each player will receive 80% of his course handicap.