

South Island Golfers
Scramble Rules
February 2016
Gator Trace Golf Course



Ambrose Scramble Rules

1. No Mulligans and no “gimmes” are allowed... not even on the first hole!
2. For **four** person teams, each player hits off the tee and the best shot is selected and all other players pick up their ball and place it, within one club length of the best ball. Each person, **except the one whose ball was chosen**, then hits a second shot from the same spot. For example, if Player A hit the ball to the team's best location, then players B, C, and D hit the next shot from the best location.
3. For **three** person teams, **EACH** player hits the second and subsequent shots.
4. The best shot is again selected. This continues until the ball is on the green. On the putting green the best ball is marked on the exact spot and all players putt from this best position. ***If you are in a team of 3 players then the team captain can designate a fourth putter on each hole to be taken by any of the team members.***
5. One score is recorded on each hole as the "**Team Score**". This is the sum of the best shots used throughout the hole.
6. Record in the "**Net Team Score**" box the "**Team Score**", minus the "**H'Cap Strokes per Hole**".

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7. If you are in a team of four golfers then the team handicap has been added and divided by 8 to arrive at the team handicap.
8. If you are in a team of three golfers then the team handicap has been added and divided by 6 to arrive at the team handicap.
9. During the course of the round all player's drives must be used on **two** occasions.

Key Features of Ambrose

- If your best ball is played from within a hazard then each of the player's balls must be played from within that hazard.
- All players must play from the tee boxes designated on the scorecard as either White or Red or RedM (Red tees for men) which is the tee their handicap is based on.

Prizes will be awarded to the teams with the **lowest net score**. In case of a tie, The Team Handicap, rounded to one digit, will be subtracted from the Team Gross to determine the winner.

Gator Trace Scramble Prizes

- First place team – free round of golf for each team player
- Second place team – two sleeves of balls for each player
- Third place team – one sleeve of balls for each player
- **Closest to the pin on Hole # 17** – One sleeve of balls for each team player.
- **Longest putt on Hole #7** – One sleeve of balls for each team player.