LPSGC 2018 Razzle Dazzle

Format

Our October 24th Razzle Dazzle event is a Red-tee, 2-man team competition with three distinct parts: **Scramble** (holes 1-6); **Better Ball** (holes 7-12) and **Alternate Shot** (holes 13-18).

<u>Scramble</u> Each partner tees off and the team chooses the ball position it wants to play from next. The ball position is marked; each partner's ball is placed near the marked location, within one club-length, no nearer the hole (except on the green where it must be placed as close as possible to the marked position). This process is continued until the first ball is holed. *Each partner's tee shot must be used at least twice*.

<u>Better Ball</u> Each partner plays his own ball until holed (but a player need not hole out if his partner is in with a better net score). Handicap strokes will be marked with dots on the scorecard.

<u>Alternate Shot</u> The team decides which partner will tee off on odd-numbered holes and the other partner tees off on even-numbered holes. The same ball must be used during play of hole (unless preferred lie conditions are in effect). *Penalty strokes do not affect the order of play*. See Rule 29.

Marker Instructions

The marker must record the team strokes for each hole in the Scramble phase on the score-line of player 1. Use the other score-line to record the initials of the player whose tee shot was used.

In the Better Ball phase record each player's gross score on the appropriate score-line. If a player picks-up on a hole, leave the corresponding score-box empty.

In the Alternate Shot phase write the total hole score on the score-line for player 1.

The scorecards will be prepared for 18 holes of Better Ball play (with dots denoting handicap strokes on each hole), but those dots are only applicable for holes 7-12 in this event.

Handicap strokes will be applied at the scoring table.

Handicapping

The Scramble team handicap (*T*) is half the harmonic mean of the course handicaps (*A* and *B*) for the partners for one-third of the holes:

$$T = \frac{A \times B}{3(A+B)}$$

The Better Ball stroke allowance will use 90% of course handicaps, with a second 90% adjustment if the resulting stroke difference exceeds 8. The Alternate Shot team handicap is 1/3 of the arithmetic mean of the course handicaps:

$$T = \frac{(A+B)}{6}$$

The team handicap for the first and third parts will be calculated to the nearest 1/10th to minimize the number of tie scores. The final team score is the sum of the net scores for each of the three parts.