

LPSGC Razzle Dazzle

Format

The Razzle Dazzle tournament 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).

Scramble 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 within one club-length of the marked location, 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. *A minimum of two tee shots must be used from each partner.*

Better Ball 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.

Alternate Shot 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 the *Wet Conditions* Local Rule is in play). *Penalty strokes do not affect the order of play.* See [Rule 22](#).

Marker Instructions

In the Scramble phase, record the team strokes for each hole on the "*Team Gross Score*" line. Indicate tee shots used on the line with the player's name.

In the Better Ball phase each player's gross score is entered on the appropriate score-line. If a player picks-up on a hole, record an "X".

In the Alternate Shot phase, the marker writes the gross hole score for the team on the third line, labeled "*Team Gross Score*".

Handicapping

The **Scramble** team handicap is the sum of 35% times 1/3 of the Course Handicap for player A and 15% of 1/3 of the Course Handicap for player B (player A has the lesser of the two Course Handicaps). The team handicap distribution is shown on the Player-1 line.

The **Better Ball** handicaps will use 85% of Course Handicaps of the partners distributing handicap strokes over holes 7-12 per the Red-tee Stroke Index allocation.

The **Alternate Shot** phase team handicap is the average of one-third (for 6 holes) of the individual Course Handicaps for the two partners. The team handicap distribution is shown on the Player-1 line.