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, in turn, 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 player.*

Better Ball: Each player 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 player will tee off on odd-numbered holes and the other player tees off on even-numbered holes. The same ball must be used during play of hole. *Penalty strokes do not affect the order of play*. See <u>Rule 22</u>.

Marker Instructions

The marker is responsible for recording the 24 gross scores (shown in green in the example on the following page). Do not enter anything in the cells with gray background and do not write net scores on the card.

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

In the **Better Ball** phase, each player's gross score is entered on his score-line. If a player picks-up on a hole, record an "X". Handicap strokes are shown for each player.

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

Handicapping

Course Handicaps are divided by three (CH / 3) for use in each phase, where they are multiplied by the appropriate handicap allowance factor (35% or 15%, 85% and 50% respectively). The resulting Playing Handicaps are rounded to one-tenth precision to minimize the number of tie scores.

The **Scramble** team handicap is the sum of 35% of CH/3 for the player A and 15% CH/3 for player B (player A has the lesser of the two Course Handicaps). Team handicap strokes are shown in the 1st player's score-line.

The **Better Ball** handicaps will use 85% of CH/3 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 CH/3 for the two partners. Team handicap strokes are shown in the 1st player's score-line.

Las Positas Razzle Dazzle Seniors Las Positas GC

	PoP Times / Start:									
	1	2	3	4	5	6	7	8	9	Out
Rationerity	389	439	245	142	2.5.4	VIC.	263	- 075	- KsI	2:038
Phi	-1	5	4	y	4	2	4	1	5	36
Strake Lidex	3	Ŷ	5	13	11	7	17	15	1	
Terry Bernard			V			Na	4	53	5'	
Dick Bulmer	1	V					5.	5	4'	
Team Gross Score	4	5	4	3	3	5				

liddle:								e: 8:1 sh: _					
Init	10	11	12	13	14	15	16	17	18	łn	Tatal	Sirk	Net
al set	264	123	- 284	401	15	185	-315	1253.0	451	2515	. air.1	1151	1.1
	4	1	4	3	4	З	4	4	5	36	72		
	à	18	14	2	4	16	6	12	10				
тв	5	3	4'	*	•			ha				9.9	
DB	5	4	4'		_							11.4	
122		1		4	5	3	5	4	6			and the	
competitor: Marker:												Oct 13	. 20:
owered by Golf Genius Software												Scorecard #	