SCRAMBLE

**Definition:** The Scramble is one of the primary forms of tournament play for golf associations, charity events and the like. A scramble is usually played with 4-person teams, but 2-person scrambles are popular, too. At a 2-person scramble, handicaps are usually applied; at a 4-person scramble, handicaps are usually not applied but if they are it is only a fraction of the team total (4 people divide by 8)

In a scramble, each player tees off on each hole. The best of the tee shots is selected and all players play their second shots from that spot. The best of the second shots is determined, then all play their third shots from that spot, and so on until the ball is holed.

When played as a foursome, teams are usually constructed with an A player, B player, C player and D player, with those players designated based on handicaps.

A scramble might require A and B players to tee off from the back tees and C and D players from the middle tees; or A's from the back, B’s and C's from the middle and D's from the front; or the tournament organizers might specify that all players play from the same set of tees.

There are many variations on the basic scramble golf tournament format. Some of these include:

- **Bramble or Shamble** - after the best drive is selected, all players play from that spot but then continue playing their own ball, stroke-play style, until each has holed out, producing four individual scores.

- **LasVegas** - Before play begins, assign a number from one to four to each member of your 4-person team. At each teeing ground, all four members tee off, then the 6-sided die is thrown or rolled. Check the number that comes up on the die. If it is a 1, 2, 3 or 4, then the drive of the team member whose number matches must be used on that hole. (Example: On the first hole, all four team members hit drives. Then the number 3 is rolled. The drive hit by the team member who is designated No. 3 is the drive that must be played on this hole.) If the die comes up 5 or 6, then the team can choose the best drive among the four. Whether the die chooses your drive for you (rolling 1 through 4), or allows the team to choose the best drive (rolling 5 or 6), the hole is then played out as a normal scramble.

- **Step Aside** - Members of each 4-person team in the tournament play a scramble, but the golfer whose ball is chosen for each shot has to sit out the next stroke.

**Flags**

**Definition:** In a Flags tournament, all golfers begin the round with a set number of strokes (related to their handicaps), and they play until their strokes run out at which time they plant their flag. The player whose flag is the farthest on her allotment of strokes is the winner. If you get to the 18th green and still have strokes left continue on to hole 1 until you run out of strokes.
Tournament Formats

Bestball

Definition: Best ball can be played using 2-, 3- or 4-person teams. Each player on the team plays his or her own golf ball throughout the round, and on each hole the low score - or "best ball" - of the group serves as the team score. When using 3- or 4-person teams, it's almost imperative to apply handicaps so that the weaker players will be able to contribute.

Variations include:

- **"1-2-3 Best Ball"** is a competition format for 4-person teams. Each player on the team plays his own ball throughout the round. On each hole, a predetermined number of the lower scores are used. One the first hole, the lowest score among the four player’s counts as the team score. On the second hole, the two lowest scores become the team score. On the third hole, the three lowest scores become the team score. On the fourth hole, it's back to the one lowest score, and so on throughout the round. 1-2-3 Best Ball is a good way to keep all the players involved in the fate of their team.

- **Irish Four Ball** Many Irish Four Balls use the two low balls per hole throughout the tournament. A popular variation calls for the number of scores per hole to vary throughout the round in this fashion:
  - Holes 1-6: One low ball
  - Holes 7-11: Two low balls
  - Holes 12-15: Three low balls
  - Holes 16-18: All four scores

  Another variation determines scores based on the type of hole being played:
  - Par 3 Holes: Two low balls
  - Par 4 Holes: Three low balls
  - Par 5 Holes: All four scores

- **Special Ball** Just another name for Money Ball, Lone Ranger, Yellow Ball, Pink Ball or Pink Lady. They all mean basically the same thing, groups of four tee off in a competition. On each hole, two scores are combined to create one team score. One of those scores is from the person playing the so-called "devil ball." So when it's your turn to play the Devil Ball, the onus is on you to come through for the team because your score is going to count.
Tournament Formats

**Alternate Shot**

**Definition:** Alternate Shot is a golf competition format in which two golfers play as a team and alternate hitting the same golf ball.

Example: Players A and B are partners. They decide among themselves who tees off first on the first hole. Let’s say they decide on Player A to hit the opening tee ball. So on the first hole, A hits the tee shot. They walk to the ball, and Player B hits the second shot. The third stroke is played by Player A. Then Player B hits the fourth. They alternate hitting shots until the ball is in the hole.

They also alternate hitting tee shots, so since in our example Player A hit the drive on the first hole (odd holes) so on the second hole (even holes) Player B tees off.

**Chapman**

**Definition:** Chapman System is the name of a 2-person team competition format. In the Chapman System, both players on a side tee off, then they switch balls. Player A plays Player B’s drive, and vice-versa. Each player hits his or her second shot. They then select the better of the second shots, and from that point until the ball is holed they play only one ball in an alternate shot format. Got it? The player whose second ball was not chosen gets to play the third shot (so teams might sometimes choose the best ball after two shots based on who will get to hit the third). Handicap allowances for Chapman System competitions can be found in the USGA Handicap Manual, Section 9-4 (www.usga.com)

**Stableford**

**Definition:** A Stableford competition employs a points system that is set forth in the Rules of Golf under Rule 32. A Modified Stableford is a competition that employs the same principle - golfers are awarded points based on their performance on each hole, with the highest point total winning - but with a different set of points than what is described in the rulebook.

- Double Eagle: 8 points
- Eagle: 5 points
- Birdie: 2 points
- Par: 0 points
- Bogey: -1 point
- Double Bogey or Worse: -3 points

**Scotch Foursomes**

**Definition:** In Scotch Foursomes, both players on a side tee off. Players A and B each hit a drive, the better of the two drives is selected, and then A and B play alternate shot until the ball is holed.

Who hits the second shot? The player whose drive was not selected hits the second shot. If A’s drive is the one the team decides to use, then B plays the second stroke.

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Tournament Formats

4-Person Cha Cha Cha

**Definition:** In the 4-Person Cha Cha Cha tournament format, each member of the team plays his or her ball throughout. But a 3-hole rotation exists for determining how many scores are used to create the team score.

On the first hole (cha), the one low ball counts as the team score. On the second hole (cha cha), the two low balls count as the team score. On the third hole (cha cha cha), the three low balls count as the team score. The rotation starts over on the fourth hole.

Three Blind Mice

**Definition:** Three Blind Mice is a tournament format that requires the winner to also have a bit of luck.

In Three Blind Mice, once the scorecards are turned in the tournament organizers randomly draw three holes from the course just played. And everyone's scores on those three holes are thrown out. The scorecards are tabulated and the winner is crowned.

Three Blind Mice can be played by individuals or teams, gross or net. We'll use individuals in our example:

Player A scores 83 and Player B scores 90. When the round is over, the committee randomly draws holes 3, 9 and 14. Scores on those three holes are thrown out. Player A scored 15 on those three holes, so Player A's Three Blind Mice score is 68 (83 minus 15). Player B scored 18 on the three holes, so Player B's Three Blind Mice score is 72 (90 minus 18).

Whack and Hack

**Definition:** Whack and Hack is a tournament format for 4-person teams or a betting game for several groups of four golfers each.

In Whack and Hack, the four team members each play their own ball for four individual scores. Two of those scores are combined to make up the team score on each hole. The two scores that are used are the low ball and the high ball. So if the four players score 4, 5, 6 and 7, respectively, the team score is 11 (4 + 7).

But there's an exception. If the low ball for the team is a birdie or better, then the team gets to use its two low balls on that hole.