

## **GOLF FORMATS**

### **SCRAMBLE**

The rules of golf do not cover a scramble or a shamble, so be sure to read the tournament guidelines for the event you are playing in.

Generally, a Scramble format is either two, three or four players playing together. Each player hits a tee shot on each hole. The team then together decides which of the shots they would like to use for their next shot. This could be the closet ball to the hole, or the best lie in fairway grass, or perhaps the ball with the flattest lie.

Once the team selects from which location they would like play the next shot, they place a tee or coin down next to that ball and each player picks up their own ball from the other locations they came to rest in. Each of the team members will hit their own ball from this chosen location. This procedure is repeated for each shot until a ball is holed. There is one score for your team for each hole.

Usually the players are permitted to place their own ball about a club-length away from the chosen ball's location (that they had marked with a tee) and not nearer the hole. It must be placed in the same type of grass (meaning if the chosen ball location is in the rough, the other balls must also play from the rough, within one club length).

When choosing the best shot on the putting green, each team member may place a ball within four inches (or a putter head length) of the chosen ball, no nearer the hole.

In a scramble players may help each other with alignment, including standing behind the other players while they make their shots.

When making putts, its important to remember that for each putt that fails to go in the hole, the player must put a mark down next to their ball and lift it while they wait their turn for the other team members to make their own putts from that location. If a player fails to mark and lift their ball and instead taps it in, the other remaining players can not make their putts - the ball is holed with that stroke that went in.

### **SHAMBLE**

The format is identical to a scramble, but for just the tee shots. Once each player has hit a tee shot and the team chooses which shot they like best, they all hit from there. From that point on the players each play their own ball all the way in to the hole. Each member of the team will have their own individual score.

## FOUR BALL

Most people refer to this incorrectly as a “best ball”.

Four-Ball is where two players play as partners, a single unit, or a “side”. Each player plays their own ball, and the lowest score on each hole between the two players counts towards their side’s total score. Four-Ball can be played as match play or stroke play.

Partners may give advice to each other, and play in any order they choose. They may share clubs, but only if the combined amount of clubs between the two players doesn’t exceed 14.

Only one of the partners is required to represent the side. If the other partner is late or hurt, one can play alone for any amount of holes. If or when their partner joins or rejoins, it must be at the start of the hole, but they can give advice to their partner throughout the round.

In four ball stroke play, partners must not agree to leave a ball in place on the putting green to help either of them or any other player.

In four ball match play, if a shot is conceded by the opponent, the player must not play that shot if it would assist their partner. If the player plays the shot anyway and it helps their partner that has not yet putted, that assisted stroke does not count and the score for the side is made with the ball that was conceded.

## PINEHURST VS MODIFIED PINEHURST

In **regular Pinehurst** (aka Chapman), each golfer on a 2-person side tees off. They then switch drives and both play second shots. At that point, they select the one best ball and play alternate shot into the hole.

**Modified Pinehurst** is a golf competition format for 2-person sides in which both golfers on a side hit drives, the best ball is selected to play out the rest of the hole, the golfer whose drive was not chosen hits the second shot, and then the two play alternate shot into the hold

(In Modified Pinehurst, alternate shot begins after the drives, one stroke sooner than in regular Pinehurst)

### **Example of Modified Pinehurst For Two Person Sides (Teams):**

On the tee, Bob and Alice both hit drives. They walk up the hole to find their balls, and they compare the outcomes. Which drive is in the best shape? Let's say Alice's drive wound up in a better spot.

They select Alice's drive to continue with. Bob picks up his ball and, because his drive is not the one being used, he plays the second shot. Bob hits his shot just short of the green.

Alice plays the third shot. She chips up to within four feet of the hole. Bob plays the fourth shot and makes the putt. The team score is 4.

Modified Pinehurst can be played as match play (side vs. side) or as stroke play (side vs. field).

Modified Pinehurst is also known as Greensomes, Scotch Foursomes, Canadian Foursomes

### **ALTERNATE SHOT (FOURSOMES)**

A form of play involving partners in either match play or stroke play where two partners compete as a side by playing one ball in alternating order on each hole. The side may choose which partner will play from the first teeing area in starting the round, unless the terms of the competition say which partner must play first. The player who tees off on the first hole will then begin all the odd numbered holes.

### **STABLEFORD**

The Stableford format is a stroke game that can be played individually or as a team using a points system in which the main goal is to gain the highest score. It uses a points system established in the Rules of Golf, under rule 32, as follows:

- **More than 1 over par** (or no score returned) – 0 points (Double Bogey or Worse)
- **One over par**– 1 point (Bogey)
- **Par** – 2 points (Par)
- **One under par**– 3 points (Birdie)
- **Two under par**– 4 points (Eagle)
- **Three under par**– 5 points (Albatross)