Scramble Rules

1. Each foursome plays as a team and keeps one score for the team–including putts.

2. After each golfer tees off, the team picks one shot to play next, and each golfer hits from there. The three people whose shots won't be used retrieve their balls and drop within a club length of the ball chosen to be played, but if the ball being played is in the rough or a hazard all members of the foursome must play from that rough or hazard. You may improve your lie (winter rules).

3. Follow this same procedure until your team holes out.

4. One shot/ball per golfer. If you have only three golfers, only three shots.

5. When putting, the first person puts a mark down to identify where the others should putt from if the first person misses.

6. At least one tee shot from each golfer in the foursome must be used. You do not need to decide whose tee shot is to be used until after everyone has teed off on a hole, unless you are forced to use a specific golfer's tee shot on holes 7, 8, or 9 because you have not used one of their tee shots yet.

Tiebreakers

1. Most holes-in-one
2. Most eagles
3. Most birdies
4. Fewest putts
5. Higher average team handicap (those without handicaps will not be counted)
6. If still tied, prize money will be divided proportionally.