

Sagebrush Scramble Rules

- In scramble, each golfer hits his own ball from the tee box. The group then walks over to where those balls landed and elect only one whose landing position is deemed most desirable. Each golfer will then hit his own ball from that one chosen spot and proceed likewise until the lowest score for that hole is recorded.
- All players are eligible to compete in the Longest Drive, Most Accurate Drive, Closest to the Pin (KP) games. Mulligans are available for sale at check-in prior to the round. Each mulligan grants a player to re-hit their shot one-time if they chose to improve the previous shot.
 - The mulligan ticket stub is entered into raffle prize drawings at the dinner after the round, so don't throw away your ticket stub!
 - **Beat-the-Pro game** on hole #2 is a pay-to-play event.
- You may lift, clean and place your ball within one club length on the selected shot; however, you may not move your ball out of a hazard (including bunkers), out of the rough, from the fairway or rough to the apron or from the apron to the green.
- Maximum of three strokes on the green to keep pace of play.
- Scorecards must be signed, attested, and turned in at the Pro Shop at the conclusion of the round.
- In the event of a tie in score, a hole's number will be drawn at random and the team recording the lowest score on that hole will be declared the winner. In the event the score is still tied, a progression will begin from that hole until the tie is broken. For example, if hole number 6 is drawn and the score is still tied, scores on hole number 7 will be used to break the tie, and so on.