666 Combo Rules

This is a two-man team event. Each team will play 6 holes of best ball, 6 holes of scramble, and 6 holes of alternate shot.

1. Each team can decide on what holes to play each format. They do not have to be consecutive. The strategy is part of the game and will vary from team to team, so long as 6 of each format is played. **Failure to play 6 of each format will result in disqualification.**
2. A team must declare what format they will play on each hole before hitting a tee shot on that hole.
3. Because we are playing true alternate shot on 6 holes, each player must hit the tee ball on three holes. Using our Smith + Jones pairing, Smith might tee off on holes #4, 10, and 13, which means Jones has to tee off on holes #5, 14, and 15.
4. Each team will receive handicap strokes based on their combined playing handicaps. Teams will receive 40% of the combined handicaps. You can see where you get strokes on the mobile scoring app.
5. The strokes you receive are team strokes, meaning that when you play best ball on a hole where you get a stroke, you both get that stroke.
6. A team's handicap index cannot differ by more than 8 shots. If their is a difference greater than 8, we reduce the index of the higher handicap player to be 8 more than the lower handicap player.
7. We will play both Gross and Net skins. For skins purposes, it does not matter what format teams play on any given hole. Each team posts only one score per hole, and a skin could be won with any format so long as it beats the field.

Circle your rotation below and keep track of what formats you play on each hole.

North

1	2	3	4	5	6	7	8	9
4	4	4	5	4	3	4	3	5

East

10	11	12	13	14	15	16	17	18
4	4	3	5	4	5	3	4	4

East

1	2	3	4	5	6	7	8	9
4	4	3	5	4	5	3	4	4

West

10	11	12	13	14	15	16	17	18
4	5	3	4	5	4	4	3	4

West

1	2	3	4	5	6	7	8	9
4	5	3	4	5	4	4	3	4

North

10	11	12	13	14	15	16	17	18
4	4	4	5	4	3	4	3	5