

# *Bucks-Mont Senior Golf League*

## **RANDOM GROUPINGS FOR OUR SCRAMBLES**

League members will be randomly placed into foursomes to play at our two Scrambles ... June 23 and October 13.

Here's how the random groupings will be done:

- All members will be listed alphabetically in two groups ... walkers and cart riders.
- Walkers will start play on Holes 1, 4, 6 and 8. Cart Riders will start play on Holes 2, 3, 5, 7 and 9.
- If there are 20 golfers in each group of participants, a golfer whose last name begins with "A" will be Golfer #1; the golfer whose last name begins with "Z" will be Golfer #20.
- A computer "random number generator" will produce random numbers, depending on how many participants are in each group.
- The first number generated for each group will be assigned to "Golfer #1" in that group. The second number generated will go to "Golfer #2", etc.
- The two groups will be sorted according to the random numbers generated, creating foursomes and possibly one or two threesomes (depending on the number of participants).
- The first eight golfers in the sorted list of walkers will play as two foursomes on Hole 1, the second group will play on Hole 4, the third group on Hole 6, and the fourth group on Hole 8.
- The first eight golfers in the sorted list of cart riders will play as two foursomes on Hole 3, the second group on Hole 7, and the third group on Hole 9. Groups of four golfers will start on Hole 2 and Hole 5.
- No-Show Example: If only three of the golfers in a group of four show up to play, any golfer in the remaining threesome can take strokes and putts for the missing golfer.
- There will be one score for each foursome (or threesome).