

Game Descriptions

All events other than Quotas are gross and net unless specified.

Events are usually played from White tees, with Forward Tee Players playing from the forward tees they have designated.

All events are flighted unless there are not enough players for multiple flights.

In team games A, B, C & D refer to players relative handicaps, with A denoting the lowest handicap players and D denoting the highest handicap players.

Individual Play

Individual Stroke Play. Flighted by handicap. 100% handicap (hdcp).

Individual Quota. Points are awarded as follows: 1-bogey, 2-par, 3-birdie, 4-eagle. Each player's point quota is 36 minus his course handicap (e.g., a player with a 15 course handicap has a quota of 21 (36-15=21). Winner is player who most exceeds his quota (or comes closest to it if no one exceeds his quota). 100% hdcp.

Partners

Best Ball. One best ball per hole. 90% hdcp. If the course handicaps of the players differ by more than 8 strokes after adjustments, both player's course handicaps will be reduced by additional 10%.

Shamble. Both players tee off. Select tee shot to play from. Both players play their own ball from selected tee shot until holed. Minimum of 6 tee shots per player. 80% hdcp. If the course handicaps of the players differ by more than 8 strokes after adjustments, both player's course handicaps will be reduced by additional 10%. When playing from selected tee shot, balls must be placed or dropped within one club length of selected shot, not nearer the hole, except on the putting green. Balls to be played shall remain in same course condition as original position of selected ball (fairway, fringe, rough, sand, etc.). On putting green, ball shall be played within one putter head length, not nearer the hole.

Chapman. Each player tees off and hits partner's ball for 2nd shot. Select best 2nd shot, and alternate into the hole. Consecutive putting is a 2 stroke penalty for hitting the wrong ball. Ball may be substituted during alternate shot sequence. 60% lower course hdcp, 40% higher course hdcp.

Scramble. Both players tee off on each hole. Select best shot, mark spot, and both players play a subsequent shot. Repeat until the ball is holed. Except on the putting green, balls must be placed or dropped within one club length of selected shot, not nearer the hole. Balls to be played shall remain in same course condition as original position of selected ball (fairway, fringe, rough, sand, etc.). On putting green, ball shall be played within one putter head length, not nearer the hole. The score of the first ball

holed, even by mistake, will be team score. Minimum of 6 tee shots per player. 25% hdcp.

Eclectic Best Ball. Two rounds on consecutive days on same course with same tee and pin locations. **Single** best score of the team on each hole **on either day** is used for scoring. Winners based on lowest total 18 hole score. 90% hdcp.

6-6-6. 6 holes Best Ball, 6 holes Chapman, 6 holes Scramble. All teams play the same holes for each game, e.g., holes 1-6 Best Ball, 7-12 Scramble, and 13-18 Chapman. 50% hdcp.

2 Man Team Events

Best Ball. AA, BB, etc. 90% hdcp.

Shamble. AA, BB, etc. Same rules and handicap as Partner game above.

Scramble. AA, BB, etc. Same rules and handicap as Partner game above.

Quota. AA, BB, etc. Same rules and handicap as Partner game above.

4 Man Team Events:

Team Best Ball. 4 A's, 4 B's, etc; AABB, CCDD: or ABCD. Variety of tees & best balls counted. 90% or 100% hdcp depending on format. See weekly tournament schedule.

Team Quota. 4 A's, 4 B's, etc; AABB, CCDD: or ABCD. Points awarded as follows: 1-bogey, 2-par, 3-birdie, 4-eagle. Each player's quota is 36 minus his course handicap, and team quota is the sum of individual player quotas. Winner is team that most exceeds its quota (or comes closest to it if no team exceeds its quota). 100% hdcp.

ABCD Shamble. All players tee off. Team selects tee shot to play from*. All players then play their own ball into the hole from the selected tee shot. Count two Best Balls. Minimum of 3 tee shots per player. 80% of individual handicaps. (If a team happens to have only 3 players, the 3 rotate hitting a second tee shot on every third hole, resulting in 4 tee shots from which to choose. From the selected tee shot, the three play their own ball into the hole, and a phantom golfer is assigned to provide the 4th position.)

ABCD Step Aside Scramble. All players tee off on each hole. Team selects tee shot to play from, and all but the player whose tee shot was used will hit the next shot*. Continue playing 3 balls into cup (player hitting ball selected does not follow his own shot including chips and putts). First ball holed counts. Minimum of 3 tee shots per player. 13% of individual handicaps. (If a team happens to have only 3 players, all 3 players tee off and hit subsequent shots until ball holed out. The 3 rotate hitting a second tee shot so they have 4 tee balls from which to choose.)

Scramble. Same format as partner's scramble but with 4 players*. 13% of individual handicaps.

Split Scramble. On one nine, all four players play full scramble; on other nine, players break into 2-man groups, with each playing a one ball scramble*. Usually 20% hdcp.

***For all scrambles:** Except on the putting green, balls must be placed or dropped within one club length of selected shot, no not nearer the hole. Balls to be played shall remain in same course condition as original position of selected ball (fairway, fringe, rough, sand, etc.). On putting green, ball shall be played within one putter head length, not nearer the hole.

Major and Special Events

Super Seniors. Three round individual stroke play tournament for members age 70 or over anytime during the year. The overall Low Gross winner from the Championship flight is the Super Senior Champion. Daily prizes in all flights. All prizes, other than overall and daily low gross in the Championship Flight, are based on net scores. Championship Flight on White tees, all other flights on White or Forward tees. 100% handicap. All rounds are considered Tournament (T) scores. An awards dinner is held on the evening of the last round.

Match Play Championship. Individual match play tournament. 100% handicap. First day is a **stroke play qualifier**. This round will be posted as a Tournament (T) score. Players with the low 64 net scores qualify for the Championship Bracket of four 16 player flights, flighted by handicap. Match play continues until there is one winner from each flight. There is no overall winner. The remaining players play in a Consolation Bracket that plays on the same days as the Championship Bracket until there is one winner from each flight.

Club Championship. Three round individual stroke play tournament. The first (low handicap) flight is **gross** and **net**. The Club Champion is the overall low gross winner in the low handicap flight. All other flight prizes are net only. Winners determined on basis of three round scores. 100% handicap. All three rounds will be posted as Tournament (T) scores. An awards dinner is held on the evening of the last round.

Road Runner Classic. Annual Member – Guest Event.

Ryder Cup vs. Mountain View/Preserve. Two round tournament on consecutive days of 2-man low handicap teams from SMGA and MPMGA using Ryder Cup formats. One round is played at SaddleBrooke and one at Mountain View or The Preserve.

Member – Member 2 Man 3 Round Best Ball. Three round tournament for two-man teams on non-consecutive days (Sat-Mon-Wed). Format may vary each day (e.g., best ball, shamble, scramble) or be three rounds of best ball. An awards dinner is held on the evening of the third round.

President's Cup. Three round individual low **net** stroke play tournament. Winners for overall three round low **net** scores and for low **net** scores in each flight for each

round. 100% handicap. All three rounds will be posted as Tournament (T) scores. An awards dinner is held on the evening of the third round.

Javelina Cup vs. Mountain View/Preserve. Two round tournament of 2-man teams from SMGA and MPMGA. One round is played at SaddleBrooke and one at Mountain View or The Preserve.