

Game Formats

Shamble: All four players tee off. Each player is allowed to move his ball to the chosen best drive and finish the hole individually.

2-Man Best Ball: Stroke play. Pop your card according to Assignment of Strokes. Record the lowest GROSS and the lowest NET score per hole.

2-Man Scramble: Both players will tee off. Pick best drive. Both will play from within one club length from that ball. Continue in the same manner until ball is holed out. Use $\frac{1}{2}$ of partners' combined handicap for NET score.

4-Man 2 Best Ball: Pop your card according to Assignment of Strokes. Bring down 2 lowest best ball GROSS and 2 lowest best ball NET scores. Total for GROSS and NET score. May use same ball for both gross and net scores.

2-Man 6-6-6: Holes 1 – 6 played best ball; holes 7 – 12 played scramble; holes 13 – 18 played scotch. (Scotch: both players tee off on each hole. Pick best drive and alternate hits until ball is holed.) For NET scores use pops as they fall on Holes 1 – 6. On Holes 7 – 12 and 13 – 18, use $\frac{1}{2}$ of the sum of both players' handicaps divided by 3.

Blind Nine: Keep individual score for 18 holes. At the end of play the Pro Shop will provide a list of nine holes selected at random. Use these holes for your score and subtract $\frac{1}{2}$ of your handicap for NET score.

Crisscross: Stroke play. Choose the best 9 holes between front nine and corresponding holes on back nine. Example: 1 or 10, 2 or 11, etc. Subtract $\frac{1}{2}$ handicap.

Throw Out: Stroke play. After game is completed, each player may throw out (subtract) his three worst holes from his 18-hole score. The remaining 15 holes' total is for the GROSS score. Subtract your full handicap for NET score.

Stableford Points: -2 points for double bogey or worse, 0 points for bogey, 1 point for par, 3 points for birdie, 5 points for eagle, 8 points for double eagle.

Handicapping for Tournament Play

1. Individual competition including match play should use full handicap.
2. Best Ball should be hole by hole with popped cards and partial handicap.
 - 2- Person 85% Each
 - 3- Person - 2 Best Ball 90% Each
 - 4- Person - 2 Best Ball 85% Each
3. Shamble should be hole by hole with popped cards and partial handicap.
 - 2- Person 80% Each
 - 3- Person - 2 Best Ball 85% Each
 - 4- Person - 2 Best Ball 80% Each
4. Scramble should be partial handicap and require drives for each player
 - 2- Person 1/4 total team handicap. 4 drives per person required.
 - 3- person 1/5 total team handicap. 3 driver per person required.
 - 4- person 1/6 total team handicap. 2 driver per person required.