

# M-PMGA Weekly Tournament Formats

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April 25, 2023

## **4 Man Best Ball**

**3s, 4s and 5s:** Use 3 best net balls on all par 3s, 2 best net balls on par 4s and 1 best net ball on par 5s. Can also be played with 3 nets on the par 5s and 1 net on the par 3s.

**Rotating Partner:** On holes 1-6, the A and B players record the best net ball of their twosome and add it to the best net ball of the C/D twosome for the team score. On holes 7-12, A plays with C, while B plays with D. On holes 13-18, A/D play together and B/C play together.

**Two best nets:** Use the two best net balls of the foursome for the team score on each hole.

**Three best nets:** Use the 3 best net balls for the team score; handicaps are 100%.

**Best and Worst nets:** Use the best and worst nets on half the holes, 2 best nets on half. Worst net is limited to a maximum net triple bogey.

**Designated plus One:** Use combined net scores of the designated player on each hole and one ball of the remaining 3 players. Handicaps for this event will be 90%.

**Cha-Cha-Cha:** Use 1 best net ball on holes 1,4,7,10,13 and 16. Use 2 best nets on holes 2,5,8,11,14, and 17. Use 3 best nets on holes 3,6,9,12,15 and 18.

**+ Master's Pro:** This can be combined with any game above. The team draws the name of one of the top PGA pros playing in the Masters Golf Tournament, and they add the first round score of that player to their team score.

**Random Draw ABCD:** Rather than have the computer put together ABCD teams with combined team handicaps as close as possible, 4 man teams can be put together totally at random. Some teams could have multiple low or high handicappers. The event will then be flighted according to total team handicap.

*Note: On all of the above events, unless otherwise indicated, 85% course handicaps will be used for each player. "Pickup" or "X" scores cannot be used towards the overall team score.*

## **Two-Man Best Ball (Four Ball)**

**Better Ball:** Use 1 net best ball per team. 85% of course handicap shall be used for each player.

### **Bonus Balls**

All best ball games, 2 or 4 man, can be played with Bonus Balls. After the best ball(s) are selected, balls from the other team players can be used for bonus points to subtract from the team score. Bonus points are -1 for net birdie or better.

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## Alternate Shot (Note: Partners must play from the same tees for these games)

**2-Man (Foursomes):** One player hits the tee shots on the odd-numbered holes and the other player hits the tee shots on the even-numbered holes (each team's choice before the first tee shot of the day). The partners then alternate shots until the hole is completed. Consecutive putting is deemed as hitting a wrong ball and a 2-stroke penalty is applied. 50% of the combined team course handicap shall be used.

**2-Man Chapman:** Each player hits a tee shot, then hits his partner's ball for the second shot. A selection of the best ball is then made, and the partners alternate shots until the hole is completed. Consecutive putting is deemed as hitting a wrong ball and a 2-stroke penalty is applied. 60% of the lower-handicapped player's course handicap is added to 40% of the higher-handicapped player's course handicap to determine the team's handicap. Variation for par 3s: hit drives, choose, and then alternate shots. (Can be played from either same tees or normal tees)

**2-Man Chapman Scramble:** Same as Chapman above, except after the 2<sup>nd</sup> shot, instead of converting to alternate shot, the 2 players scramble the rest of the way until holed. Team handicap is 50% of the lower handicap plus 25% of the higher handicap. Same variation for par 3s as above.

(Can be played from either same tees or normal tees)

## Scramble

**4-man:** Each team member plays a tee shot on each hole. After one of those shots is selected and marked, each player will play his ball as follows: a) through the green or in a hazard the ball may be placed within one club-length no closer to the hole; and b) on the putting green from within one putter head-length no closer to the hole. Each player must play his ball from the same conditions or cut of grass as the original position of the selected ball (fairway, fringe, short rough, long rough, sand, hazard, etc.) Continue playing 4 balls, selecting the best ball each time, until holed out. The score of the first ball holed, even if by mistake, will count. Three drives must be used for each player and shall be recorded on the scorecard. Handicaps will be 25% of course handicap for player A, 20% for B, 15% for C, and 10% for D.

In the case of only 3 players on the team, all players will tee off and hit subsequent shots until holed out

per above. In order to get a fourth shot for each ball, that responsibility will rotate on each shot. Four drives must be used for each player. Handicaps will be 30% of player A, 25% of player B, and 15% for C.

**2-man:** Same as above except each team member must use a minimum of six tee shots, which shall be recorded on the scorecard. Handicaps will be 35% of player A and 15% of player B's course handicap.

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**2-man AGA Qualifier:** Same as above.

MPMGA will pay the first registration fee for the low net from each set of tees used (except Red tees are combined with Green unless there are at least 5 Red teams). Subsequent event registrations will be considered by the board based on available funds. In the event of ties for low net from a set of tees, the board, at its discretion, will either pay for all tied teams or use the MPMGA Policies - Tournament Tiebreaker Policy to break the tie.

**2X2 Scramble** Same as above scramble rules however played with a foursome where the A & C player are a two man scramble team and the B & D Player are a 2 man scramble team. Each player must use a minimum of 6 tee shots. You can play this game using the best scramble ball of the two pairs for the team score or use both scramble balls as the team score. Handicaps are 35% for players A&B and 15% for players C&D when both balls are used and 30% for players A&B and 10% for players C&D when only one scramble ball is used. When playing this game players must use the same tees.

**4-man modified:** Same as 4-man above, except player whose shot is selected may not hit the next shot. When the selected ball is on the green, all four players may putt.

**Blender (aka Rotating Partner Scramble):** Same as 4-man Scramble above, but on holes 1-6, the A and B players scramble together and add it to the scrambled ball of the C/D twosome for the team score. On holes 7-12, A plays with C, while B plays with D. On holes 13-18, A/D play together and B/C play together. Handicaps will be 30% of course handicap for players A and B, 20% for players C and D.

**Mixed Tees Scramble:** Same as 4-man Scramble above, but this game can be played as a pick-your-team event. If it's a pick-your-team, each team will select, in advance, six holes to play from the regular mens' tees, six holes behind that (tips) and six holes in front of the regular mens' tees. If played as a computer-selected foursome, the hole combinations will be pre-printed on your scorecard.

**666 AKA The Devil:** 666 is a 2 man game where each team plays three separate games on each set of six holes. (Holes 1 thru 6, 7 thru 12, and 13 thru 18) The games we can utilize for this are:

- 1) Scramble ( HC 35% & 15%) 2 drives each player minimum.
- 2) Alternate Shot 3 drives each player odd or even holes ( HC 50% of the combined team CH)
- 3) Better Ball net (HC 85%)
- 4) Both Balls net (HC 90%)
- 5) Chapman ( HC 60% of A player 40% of B player)
- 6) Chapman Scramble (HC 50% & 25%)
- 7) Shambles ( HC 75% of each players CH) Each player must use a minimum of 2 drives.

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## Shambles (Note: On all Shambles games, teams must play from the same tees)

**2-man:** Each player hits a tee shot on each hole. One ball is selected and marked, then each player plays his own ball from within one club-length of that ball - no closer to the hole. Each player must play his ball from the same conditions or cut of grass as the original position of the selected ball (fairway, fringe, short rough, long rough, sand, hazard, etc.) Each player plays his own ball and position until he holes out. Best net ball score shall be used for the team. 75% of each team member's course handicap shall be used. Each player must use a minimum of 6 tee shots, recorded on the card. Variation on par 3s: play own ball throughout (and drive minimum becomes 5 for other than par 3s).

**4-man:** Same as above, but all players play their own balls on the par 3's and two net balls are used for the team score. Each player must hit a minimum of 2 and maximum of 5 drives on holes other than par 3s. If ABCD game, different tees could be specified based on handicap or player position (A, B, C, or D). Handicap allowance is 70%.

## Stableford

**Individual or Team:** Award the following points to each team member based on his net score per hole: Bogey 1, Par 2, Birdie 3, Eagle 4, Double Eagle 5. 100% of course handicaps will be used for each player in a team event and 100% for individual events. "Pick-up" or "X" scores earn 0 points. Team points are the sum of Stableford points for all players on the team.

## Quota

**Individual or Team Quota:** Award the following points to each team member based on his Gross score per hole: Bogey 1, Par 2, Birdie 3, Eagle 4, Double Eagle 5. 100% of course handicaps will be used for each player in a team event and 100% for individual events. "Pick-up" or "X" scores earn 0 points. Team points are the sum of Quota points for all players on the team in relation to the team Quota. Each individuals base Quota is 36.

The quota for each player is the base quota minus their Playing Handicap. Here is a simple example...

Base Quota: 36

John's Playing Handicap: 10

John's Quota: 26

The quota leaderboard is displayed by +/- quota.

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## **Junior Ryder Cup**

This is a team tournament (Event) that can be played over multiple rounds or one round. This event will be match play. In this event POINTS earned by each player or team are tallied for a team score - not each player's score. One point will be awarded to the winners of each hole and a half point to tie,

*Example: Two teams of 16 (Team Blue and Team Red) are playing a Ryder Cup Style tournament. Each foursome in each the round consists of two players from Team Blue and two players from Team Red. The team (Red or Blue) that wins the most points splits the pot evenly.*

*We will create the pairings for the round by splitting the field into two teams using the player Handicap indexes to balance the teams as closely as possible. Each match is worth a point. We can play this game using Four-Ball match play (2 man teams playing Best Ball), Foursomes (Alternate shot) match play or Singles matches. We can also play this game as a 9&9 where one game is played on the front 9 and a different game on the back 9. All players or teams will have opponents playing from the same tees.*

*Handicap allowance is 90% for four-ball, 50% of the combined 2 man team's course handicap for Foursomes and 100% for singles. We will play all matches off the low ball.*

**Individual** (all individual events use 100% of course handicaps)

**Net:** Record gross score on each hole, then subtract course handicap at conclusion of round.

**Foursome Match Play With player swap:** For each foursome for the front 9 holes played, Player 1 plays Player 3 in match play, and Player 2 plays Player 4. For the back 9 holes, Player 1 plays Player 4 and Player 2 plays player 3. In each of the two 9 hole matches the winner wins the pot and ties split the pot.

**4 Clubs & Putter:** Only 4 clubs and a putter shall be carried by each participant.

**Mixed Tees:** Six holes will be played from each of 3 tee boxes (top flight may have 6 tips, 6 regular and 6 up tees while the other flights may have 6 regular, 6 up and 6 forward).

**Whiners:** This is a tournament where you subtract any four holes from your total after the round. Scoring is relative to par for each hole.

**Skins:** A flighted game where the best net score (no ties) within a flight wins a skin. "Pops" are given off the low course handicap within each flight. Prize money is divided among all net skin winners within each flight. If there are NO skins in a flight, payouts are based on total round net scores.

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## Team Skins

Skins, as described above, can be played as a 2 man team game where team score is the sum of the 2 net balls. Skins are determined based on combined net score. Full handicaps are given.

## Canadian Skins

Canadian skins is a variant of a net skins tournament that favors a natural (gross) score over a net score. If multiple players tie for the lowest score on a hole, but only one of those players did it with their gross score, then that player wins the skin.

### **Example:**

*John and Mike were the only players in the field to score a net 3. In a normal skins competition, they would cancel each other out. However, John did not receive a stroke on that hole while Mike did. Therefore, John wins the skin.*

A winning skin does not have to be a gross score either.

### **Example:**

*Sally, Jane, and Lucy were the only players in the field to score a net 3 on a hole. While Sally and Jane received 2 strokes on the hole, Lucy only received one. Lucy wins the skin.*

## Par 3

**Individual or Team:** All holes are played as par 3s. Tees for the holes not already par 3 will be set up in the fairway or rough at various distances. An appropriate course rating and slope will be calculated for determining handicaps. This can be combined with other games such as Cha Cha Cha, Alternate Shot, etc. for the team game.

## Tournament of Champions

Each week, whether a regular weekly event or a special event, we determine flight winners (or one overall winner if there are no flights). Those winners earn points to qualify for the Tournament of Champions, which takes place in January of the following year. Skins games, and games involving people who are not MPMGA members, are not eligible.

If the event is a 4 man team event, each member of the flight winning teams earns 1 point. If it is a 2 man partner event, each member of the winning teams gets 2 points. If it is an individual event, the winners get 4 points. Special event match play flight winners earn 4 points for individual, 2 points for team play. Foursome match play winners earn 1 point. All members who have accumulated at least 4 points by the time of the Tournament of Champions are eligible to play in it.

## Practice for the future

This game can be most any game with a twist. All players will play one tee forward from their normal tee. Purple will play Green, Green will play Red and Red will play Yellow. It's time to prepare yourself for what lies ahead.

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## Gross and Net division

A Gross/Net tournament is defined as:

- A Stroke Play tournament where a gross and net competition is played concurrently.
- Both competitions have the same format.
- A player or team can only win purse/points for one of the competitions.
- A Gross/Net flight must be setup as a separate division from the all Net division.

In cases where a player/team could earn the same payout with either their gross or net performance, the selection of "gross bias" or "net bias" determines where the player earns the payout. For instance, If a player finishes 2nd place in both the net (\$50 earnings) and gross (\$50 earnings) competition with gross bias, they will be awarded the gross payout of \$50.

The tournament pays out the best possible scenario (best possible payout) for players/teams.

Below is an example leaderboard for the gross competition of a Gross/Net tournament.

Gross			
Pos.	Player	To Par Gross	Total Gross
--	David Ortiz	+11	81
1	Larry Taylor	+13	83
2	Ric Flair	+14	84
3	Will Early	+15	85
T4	Chuck Nubolt	+17	87
--	Ned Stark	+17	87
--	Sam Happer	+17	87
T4	Trip Swanson	+17	87

As you can see, some top finishers did not receive any purse because they had a better finish in the net competition (see example leaderboard below).

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Net

Pos.	Player	To Par Net	Total Net
1	David Ortiz	-12	58
2	Sam Happer	-6	64
--	Larry Taylor	-2	68
3	Ken Glangoy	E	70
4	Ned Stark	+3	73