EXPLANATION OF FORMATS

BEST TWO BALLS – This will consist of a 4-lady team. All players will complete each hole. The best two Net balls on each hole will be counted for the game. Full handicaps will be used.

BETTER BALL OF 2 – This will consist of a 2-lady team. Record the better net ball of the two.

BLIND DRAW – During play, the pro shop will draw names to form teams. The teams will consist of 2 players.

CHA-CHA-CHA – Hole 1 - 1net Best Ball, Hole 2 - 2 net Best Ball, Hole 3 - 3 net Best Ball, Hole 4 - 1 net Best Ball, etc....

CHRISTMAS IN OCTOBER – Individual Game – subtract two worst scores, plus handicap, from gross score.

ECLECTIC – This is a two day tournament where you will better your score on the second day on a hole-by-hole basis to obtain one 18-hole score. If you are able to play only one day, that score will count for your total Eclectic score.

IRISH RUMBLE – This is a 4-lady team. On holes 1-6 one net score is recorded. Holes 7-12 two net scores are recorded. On holes 13-18 three net scores are recorded. The team with the lowest points is the winner.

MATCH PLAY – Matches are scored by winning a hole, not by cumulative strokes. A match can end in fewer than 18 holes if one player is up by more holes than are left to be played. If the match is tied after 18 holes, additional holes need to be played until a hole is won to determine the winner of that match.

NINE HOLE BLIND – Once you tee off, the Pro will select the 9 holes that will count. Strokes apply where they fall.

O.N.E.S – Net score on holes beginning with O.N.E.S. (1, 6, 7, 8, 9, 11, 16, 17, 18)

QUOTA – This format involves the use of "quota points". Before the round each player determines their quota based upon her handicap. The maximum quota is 36. If your handicap is 18, you take 36 minus 18 and get 18. That person must get 18 points for the round. Award points as follows:

EXPLANATION OF FORMATS – Continued

- 1 point for each bogey
- 2 points for each par
- 3 points for each birdie
- 8 points for each eagle

After the round, the golfer who most exceeds her quota wins the game. If no one achieves quota, then the winner is the golfer who came the closest. The points are based on your GROSS score for the hole and NOT your NET score.

SCRAMBLE – All players will hit a tee shot. Choose the drive your team wishes to hit and all players hit from there. Continue this way until the hole is completed. Each player must contribute 2 DRIVES.

SHAMBLE – All players tee off. The best drive is chosen and from that point each player plays their own ball until holed out. Two best net scores per hole are added together for the team score. Each player must contribute 2 DRIVES.

STABLEFORD / **MODIFIED** – This game is based on a point system in which players win points based on their net score per hole:

- 4 points Net Eagle
- 3 points Net Birdie
- 2 points Net Par
- 1 point Net Bogey

STEP BACK SCRAMBLE – Select BEST shot and remaining players hit next shot; continue through green. Whoever putts out CANNOT drive on the next hole.

STROKE PLAY – Your actual score without any incomplete holes.

T's & F's – Net score on holes beginning with T & F. (2, 3, 4, 5, 10, 12, 13, 14, 15)

TOTAL NET PAR 3's & 5's – Individual Game – each player will total her net sore on Par 3's and 5's.

UNO, DOS, TRES – Will consist of a 4-lady team. Par 5's count 1 ball. Par 4's count 2 balls and on Par 3's count 3 balls.

EXPLANATION OF FORMATS – Continued

SKINS GAME - The Skins Game is based on Hole-by-Hole Best NET and Best GROSS Scores over the entire field. Players will compete for Prize Money on each individual hole. A Skin is paid if you have the lowest Net or Gross score on a hole. Ties are not paid.

There is nothing special you need to think about when playing in a Skins Game. Merely go out, play all 18 holes, play your normal game and turn in your score card.

LOW PUTTS – The putts will all be tabulated after play and the player with the least amount of putts for that day will receive the putt prize money. If there is a tie for low putts, the money will be divided equally between the players who tied.