

## NW Park MISGA Weekly Game Formats

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- Blind Bogey
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**TWO BEST BALL:** Every player on the team plays their individual ball until holed. The combined two best individual scores made on the hole is posted as the team's score. Net Scores are used. Teams consist of 4 player and blinds will be used to complete teams.

**Two Best Balls (A/B) (C/D):** Every player on the team plays their individual ball until holed. Each Team will have a player designated as their A, B, C, or D player. The combined best individual score from the A/B golfer and the best score from the C/D golfer will be posted as the team's score. Net Scores are used. Teams consist of 4 players and blinds will be used to complete teams.

**Two Best Balls (A/C) (B/D):** Every player on the team plays their individual ball until holed. Each Team will have a player designated as their A, B, C, D player. The combined best individual score from the A/C golfer and the best score from the B/D golfer will be posted as the team's score. Net Scores are used. Teams consist of 4 players and blinds will be used to complete teams.

**Blind Bogey:** Prior to the start of play (right after paying the \$6 entry fee) each person will pick their handicap for the day and record it on the official sheet. The idea is to pick one that results in your net score being between 60 and 69. At the end of the round a number will be picked from a shuffled stack of cards (labeled to represent 60 through 69). Any person who has that net score will be a winner. In the event no one has that number a second (or possibly 3<sup>rd</sup>) number will be drawn to determine the winner(s). Then another number will be drawn to determine second place. The amount and number of prizes will be dependent on the number of participants.

**1/2/3:** Every player on the team plays their individual ball until holed. On Par 3's the one best net score is used; on Par 4's the two best net scores are used, and on Par 5's the three best net scores are used to determine the team score for that hole. Teams consist of 4 players and blinds will be used to complete teams

**3/2/1:** Every player on the team plays their individual ball until holed. On Par 3's the three best net scores are used; on Par 4's the two best net scores are used, and on Par 5's the one best net score is used to determine the team score for that hole. Teams consist of 4 players and blinds will be used to complete teams

**MODIFIED STABLEFORD:** Every player on the team plays their individual ball until holed. The combined score of every player is posted as the teams score on each. Net Scores are used to calculate a player's point score.

Points:

Double Eagle = 8; Eagle = 6; Birdie = 4, Par = 2; Bogey = 1, Double Bogey = 0 Worse = -1

**Step Aside SCRAMBLE:** In a scramble all the players on the team tee off. The team selects the best shot and the other players pick up their balls and everyone on the team plays within one club length (no closer to the hole) of the best tee shot. **THE PLAYER WHOSE SHOT WAS SELECTED DOES NOT PLAY THE NEXT SHOT.** After everyone hits their second shot, the best shot is again selected from which point the other three players (not the player who hit the shot selected) plays within one club length (no closer to the hole) from that spot. This is repeated until the ball is holed. Each player in the team must hit at least two tee shots (one per nine holes). Only one score is recorded, Handicaps are not used.

**SHAMBLE:** Every one hits a tee shot, then the team selects the best tee shot and the other players pick up their balls and everyone hits the next shot from the within one club length, no closer to the hole, of the best tee shot. From this point on everyone plays their own ball. The lowest two individual scores become the team score. No handicaps are used (other than to set up the teams).

6/6/6 Two Man Teams will be equalized based on handicaps.

Holes #1 - 6

**Modified Scramble\*** (Both players tee off. They choose which shot is better and from that ball location both hit again, they choose the results of that shot, etc. until ball is holed.)

**\* Must use at least 2 tee shots of each team member during the 6 holes.**

Holes #7-12

**Alternate Shot** (One player tees off on the three odd numbered holes and the other player tees off on the three even numbered holes. After the tee shot the players alternate who hits until the ball is holed out).

Holes #13-18

**Two Man Best Ball** (Both players play the entire hole on their own ball and the team takes the one best net score of the two players.) Handicap strokes in this section are 90% divided by 3 for each player.

**Drop 2 Holes:** In this game, you play a regular game of golf, but **BEFORE** teeing off, indicate the two (2) holes that you typically don't play well on and would like to not count the score for. The scores on these 2 holes won't count for the event.

To score this game for prize money, subtract the scores on those two holes from your total. Then, subtract your handicap. **Post your total ESC (equitable stroke score) as usual.**

