The Games We Play

Four-Man Team Events:

Note: When applicable for teams with less than four players, a blind draw from another team will be used to compute the team score. The blind draw’s playing level will be equivalent to the playing level (A,B,C or D) of the missing player from that team. The player selected as the blind will never know he was the blind.

Team Stableford: Points are awarded for each player’s net score on each hole using the following point system- Double Bogey or higher = 0 pts; Bogey = 1 pt; Par = 2 pts; Birdie = 3 pts; Eagle = 4 pts and Double Eagle = 5 pts.

Team Quota: Each player is given a point quota to achieve based on handicap. The quota is determined by subtracting his handicap from 36. The objective for each player is to accumulate more points than his quota requires. All scores are based on gross score with the following point system- Bogey = 1 pt; Par = 2 pts; Birdie = 4 pts; Eagle = 6 pts and a Double Eagle = 8 points. The team with the most plus point or the least minus point is the winner.

Two Best Stableford of Four: Points are awarded for the best two net scores for each hole using the following point system- Double Bogey or higher = 0 pts; Bogey = 1 pt; Par = 2 pts; Birdie = 3 pts; Eagle = 4 pts and Double Eagle = 5 pts.

One Best Ball of Four: The team score for each hole is the lowest net score.

Two Best Balls of Four: The team score for each hole is the sum of the two lowest net scores.

Three Best Balls of Four: The team score for each hole is the sum of the three lowest net scores.

Scramble: Each team member tees off, select one of those shots, and each team member hits from that location. Repeat this process to the conclusion of each hole. The team must use the tee shot of each player THREE times per round. For teams with less than four players the fourth shot will be rotated on each hole between the remaining players. This pre-determined rotation will be maintained throughout the round (you do not start over on each hole).

Modified Scramble: This is similar to a regular scramble until the ball determined to be in play is on the green. From there, all team members will play out their own ball, resulting in Four scores for each hole. The team scores is the sum of the scores.

Red, White & Blue Scramble: Same as the scramble above except player play from the red, white and blue tees starting with the red tees on hole number one.

Shamble: Each team member tees off and the best shot is selected. From there, each member of the team plays their own ball to the completion of each hole and the sum of four scores is recorded. Each individual score will be determined based on full handicaps. The three tee ball rule will apply and, in the event of a three man team, the predetermined rotation will be used but only for the tee, Thereafter choose the best drive and each of the three man team member will play individually from that point. The team will receive their fourth score per hole.
Two Man Team Events

Note: When applicable for a team with less than two players, a blind draw from another team will be used to compute the team score. The blind draw’s playing level will be equivalent to the playing level (A,B,C or D) of the missing player from that team. The player selected as the blind will never know he was the blind. Games will alternate flights between A&B and C&D and A&D and B&C.

Team Stableford: Points are awarded for each player’s net score on each hole using the following point system- Double Bogey or higher = 0 pts; Bogey = 1 pt; Par = 2 pts; Birdie = 3 pts; Eagle = 4 pts and Double Eagle = 5 pts.

Team Net: Team score for each hole is the total of both players’ net scores.

Individual Events by Flights (all individual events will be flighted)

Individual Net Score: Full handicap will be deducted from the total gross score. Each hole must be played out to conclusion. The Equitable Stroke Control rule cannot be used to determine the score for any hole.

Individual Stableford: Point are awarded for each player’s net score using the following point system- Double Bogey or higher = 0 pts; Bogey = 1 pt; Par = 2 pts; Birdie = 3 pts; Eagle = 4 pts and Double Eagle = 5 pts.

Individual Quota: Each player is given a point quota to achieve based on handicap. The quota is determined by subtracting his handicap from 36. The objective is to accumulate more points than your quota. All scoring is based on gross scores with the following point system- - Bogey = 1 pt; Par = 2 pts; Birdie = 4pts; Eagle = 6 pts and a Double Eagle = 8 points. The player with the most points over his quota or the least points under his quota is the winner.

Tournaments:

Note 1. In order to be eligible to play in events listed below, you must have played in weekly league events a minimum of ten (10) times in the last year preceding each event.

2. For the CHMGA Match Play Championship and the CHMGA Championship, member’s handicap will be based on his lowest handicap index from within the prior six months preceding each scheduled tournament.

CHMGA Championship: Players will be divided into flights. There will be Blue and White tee flights and the lowest handicap index rule will apply. The CHMGA League Champion shall be the player with the lowest gross score for the two-day event and must have played from the Blue Tees. In the event of a tie for League Champion, a sudden death playoff beginning on hole eighteen (continuing to #1 and so on if necessary) will determine the winner. All other ties will use the USGA Rules of Golf Matching Score Cards tie breaking Rule to determine a winner. A member of the Tournament or Rules Committee will be present to officiate and his ruling will be absolute. An entry fee to be determined will be charged for this event.
• **CHMGA Match Play Championship:** This is a single-elimination match play tournament using 85% of the lowest handicap index rule and each competitor will play from the white tees. Each player’s handicap will be adjusted for the white tees using the player’s handicap index. The bracket will be seeded by handicap index, low to high. If there should be more than 32 entrants, the higher handicapped entrants will play Individual Matches on the scheduled league day in order to determine the final seeding. In the event of less than 32 entrants, the first round matches will be played on said scheduled league day with byes as necessary. Byes will be awarded as follows; last year’s Match Play Champion and then the Lowest handicap players in order of their handicaps until the open spots are filled.

Subsequent matches will proceed following the playing protocol, matches to be played within one week. (A week begins on Wednesday and ends on Tuesday). If either of the players is unable to play within that week, that player forfeits the match.

Entrance fee to be determined will be charged for this event.