

MGC GAME DAY DESCRIPTIONS

TWO THREE FOUR use 2 net best balls on Par 3s, 3 net best balls on Par 4s and 4 net best balls on Par 5s.

TWO THREE FOUR - REVERSE use 4 net best balls on Par 3s, 3 net best balls on Par 4s and 2 net best balls on Par 5s.

SIX SIX SIX (6-6-6) 2 net first 6 holes, 3 net next 6 holes & 4 net last 6 holes

ODDS & EVENS is a 4 Person Better Ball Team Game. The two net better balls of the team are used on ODD Numbered Holes. Three net better balls of the team are used on EVEN Numbered Holes.

SHAMBLE is a 4 Person Team Game. After all players have driven, you choose the best tee shot and then all players play from that spot with their own ball and complete the hole. Scoring will be the three better net balls per hole. Players get 50 of their handicap. All players tee off from the Silver tee box. (A variation is to require 2 drives from the B, C & D players)

CHA CHA CHA (2-3-4 BESTBALL) is a 4 Person Team Game. In this format, each member of the team plays his or her ball throughout. But a 3-hole rotation exists for determining how many scores are used to create the team score. On the first hole (cha), the two lowest net ball counts as the team score. On the second hole (cha cha), the three low net balls are totaled as the team score. On the third hole (cha cha cha), the four low net balls are totaled as the team score. The rotation starts over on the fourth hole.

SILK SKINS is a 4 Person Team Game using Net Scores to win "skins" WITHOUT carry overs. Based on number of Eagles, Birdies or Pars for a team per hole - NOT total team score. Better scores take precedent. The total pot is divided by number of "SKINS" won.

ROTATING TWOSOMES is a 4-person team game. The "A" & "B" players and "C" & "D" players are 2-person pairings within the team for six holes, then the pairings change with "A" & "C" players and the "B" & "D" players together for six holes, then the "A" & "D" players and "B" & "C" players are together for the remaining six holes. The net best ball score of each 2-person pairing for all 18 holes is totaled for the team score.

TWO-MAN BEST BALL TEAMS Pairing A/B players and C/D players for all 18 holes.

CIRCLE GAME is a 4-person team game. Each player is assigned 3 out of 18 holes that uses their individual net score plus one net best ball from the other 3 players on the team for each hole's team score. There are SIX holes that the entire team plays using 2 net best ball scores totaled for the team score. (A variation on this game is to use 2 out of 3 net best balls plus the net score from the "circle player" for the team score, with 3 net best balls totaled for the two holes not "circled".

QUOTA GAME is an individual gross score game. A player's "Quota" is 36 minus the player's course handicap. (Example: If a player has a course handicap of 8, then 36 minus 8 = a "Quota" of 28 for that player.) A player gets 6 points for an eagle, 4 points for a birdie, 2 points for a par, one point for a bogie, zero points for a double bogie and minus 1 point for a triple bogie or worse for each hole. The points received on all 18 holes is totaled to see if you reach or exceed your quota. Getting to or exceeding your "Quota" generally puts a player in winning place for this game.

INDIVIDUAL GAMES Gross and Net by flight total gross scores, and total net scores.

4-MAN TEAM GROSS AND NET 1/gross, 2/net per hole for 18 holes.

4 MAN TEAMS TWO FLIGHTS Two As and 2Bs playing 1Gross/2Net per hole, Two Cs and 2Ds playing 3 net per hole

4 MAN SCRAMBLE TEAM SCRAMBLE, 2 DRIVE MIN PER PLAYER, net team score per hole using USGA REDUCTIONS FOR SCRAMBLES. ALL PLAYERS TEE FROM SILVER TEES.

NASSAU GOLF GAME 4 MAN TEAM GAME, THREE FLIGHTS, 1/3 of POOL to each flight

Use 3 net scores per hole.

1/3 of pool is paid for front 9 scores,

1/3 of pool is paid for back 9 scores,

1/3 of pool is paid for 18 hole total score.

GOOD GAME IF TEAM GETS OFF TO BAD START, COULD REBOUND ON BACK NINE.