

## SMGA GAME DESCRIPTIONS

All events other than Quotas are gross and net unless specified.

Events are usually played from the players normal tees unless designated.

All events are flighted unless there are not enough players for multiple flights.

In team games A, B, C & D refer to players relative handicaps within flights, with A denoting the lowest handicap players and D denoting the highest handicap players.

Gross ties are broken by the USGA recommended scorecard playoff incorporated in our tournament software.

### Individual Play

**Individual Stroke Play.** Flighted by handicap. 95% handicap (hdcp).

**Individual Quota.** Points are awarded as follows: 1-bogey, 2-par, 3-birdie, 4-eagle. Each player's point quota is 36 (or par) minus his course handicap (e.g., a player with a 15-course handicap has a quota of 21 (36-15=21)). Winner is player who most exceeds his quota (or comes closest to it if no one exceeds his quota). 95% hdcp.

### Select Your Partner Events

**Best Ball.** One best ball per hole. 85% hdcp.

**Shamble.** Both players tee off. Select tee shot to play from. Both players play their own ball from selected tee shot until holed. Minimum of 6 tee shots per player. 75% hdcp. When playing from selected tee shot, balls must be placed or dropped within one club length of selected shot, not nearer the hole, except on the putting green. Balls to be played shall remain in same course condition as original position of selected ball (fairway, fringe, rough, sand, etc.). On putting green, ball shall be played within one putter head length, not nearer the hole.

**Chapman.** Each player tees off and hits partner's ball for 2nd shot. Select best 2nd shot, and alternate into the hole. Consecutive putting is a 2-stroke penalty for hitting the wrong ball. Ball may be substituted during alternate shot sequence. 60% lower course hdcp, 40% higher course hdcp.

**Scramble.** Both players tee off on each hole. Select best shot, mark spot, and both players play a subsequent shot. Repeat until the ball is holed. Except on the putting green, balls must be placed or dropped within one club length of selected shot, not nearer the hole. Balls to be played shall remain in same course condition as original position of selected ball (fairway, fringe, rough, sand, etc.). On putting green, ball shall be played within one putter head length, not nearer the hole. The score of the first ball holed, even by mistake, will be team score. Minimum of 6 tee shots per player. Team handicap is 35% of low player handicap and 15% of high handicap.

## 2 Man Team Events

**Best Ball.** AA, BB, etc. 85% hdcp.

**Shamble.** AA, BB, etc. Same rules and handicap as Partner game above. Scramble. AA, BB, etc. Same rules and handicap as Partner game above. Quota. AA, BB, etc. Same rules and handicap as Partner game above. Minimum of 6 tee shots per player. Team handicap is 35% of low player handicap and 15% of high handicap.

## 4 Man Team Events:

**Team Best Ball.** 4 A's, 4 B's, etc; AABB, CCDD: or ABCD. Variety of tees & best balls counted. One best ball 75% handicap, two best balls 85% handicap, three best balls 100% handicap.

**Team Quota.** 4 A's, 4 B's, etc; AABB, CCDD: or ABCD. Points awarded as follows: 1- bogey, 2-par, 3-birdie, 4-eagle. Each player's quota is 36 (or par) minus his course handicap, and team quota is the sum of individual player quotas. Winner is team that most exceeds its quota (or comes closest to it if no team exceeds its quota). 95% hdcp.

**ABCD Shamble.** All players tee off. Team selects tee shot to play from\*. All players then play their own ball into the hole from the selected tee shot. Count two Best Balls. Minimum of 3 tee shots per player. 75% of individual handicaps. (If a team happens to have only 3 players, the 3 rotate hitting a second tee shot on every third hole, resulting in 4 tee shots from which to choose. From the selected tee shot, the three play their own ball into the hole, and a phantom golfer is assigned to provide the 4th position.)

**Scramble.** Same format as partner's scramble but with 4 players. Handicaps are 25% low, 20%, 15%, 10% high of individual handicaps.

**For all scrambles:** Except on the putting green, balls must be placed or dropped within one club length of selected shot, no not nearer the hole. Balls to be played shall remain in same course condition as original position of selected ball (fairway, fringe, rough, sand, etc.). On putting green, ball shall be played within one putter head length, not nearer the hole.

## Major and Special Events

**Super Seniors.** Three round individual stroke play tournament for members age 70 or over anytime during the year. The overall Low Gross winner from the Championship flight is the Super Senior Champion. Daily gross and net payouts in all flights. Championship Flight on White tees, all other flights on the players default tees. Handicap 95%.

**Match Play Championship.** Individual match play tournament. 100% handicap. First day is a stroke play qualifier. Players with the low 64 net scores qualify for the Championship Bracket of four 16 player flights, flighted by handicap. Match play continues until there is one winner from each flight. There is no overall winner. The remaining players play in a Consolation Bracket that plays on the same days as the Championship Bracket until there is one winner from each flight.

**Club Championship.** Three round individual stroke play tournament. The first (low handicap) flight is gross and net. The Club Champion is the overall low gross winner in the low handicap flight. The Championship Flight competes from the Blue Tees. All other flight prizes are net only. Winners determined on basis of three round scores. 95% handicap. An awards dinner is held on the evening of the last round.

**Member – Member.** 2 Man 3 Round Best Ball. Three round tournament for two-man teams on non-consecutive days (Sat-Mon-Wed). Format may vary each day (e.g., best ball, shamble, scramble) or be three rounds of best ball. Best Ball format – 85% handicap. Shamble format – 75% handicap. Scramble format – 35% low, 15% high handicap.

**President's Cup.** Three round individual low net stroke play tournament. Winners for overall three round low net scores and for low net scores in each flight for each round. 95% handicap.

**Road Runner Classic.** Annual Member – Guest Event.

**Ryder Cup vs. Mountain View/Preserve.** Two round tournament on consecutive days of 2-man low handicap teams from SMGA and MPMGA using Ryder Cup formats. One round is played at SaddleBrooke and one at Mountain View or The Preserve.

**Javelina Cup vs. Mountain View/Preserve.** Two round tournament of 2-man teams from SMGA and MPMGA. One round is played at SaddleBrooke and one at Mountain View or The Preserve.

**SaddleBrooke Cup.** Beginning November 1, ending in April. Players accumulate points based on participation / their net finish by flight in each weekly event. The players that accumulate the top 32-point totals compete in a one-day tournament for additional points and cash awards.