

RLPCCMGA GAME DESCRIPTIONS

Game #	Game Name	Game Description
1	Individual Stableford	Bogie=1pt Par=2pts, Birdie=3pts, Eagle=5pts
2	4-Man 2 Best Ball Stableford	Bogie=1pt Par=2pts, Birdie=3pts, Eagle=5pts
3	4 Man Mixer ABCD Pro Makes Teams	Count two best balls - Gross & Net
4	4 Man Mixer ABCD Pro Makes Teams	Count three balls - Gross & Net
5	Flighted ABCD Pro Make A Flight, B Flight C Flight, & D Flight	Individual score - Gross & Net
6	4 Man Mixer ABCD Pro Makes Teams	Scramble use 1/4th of full handicap
7	4 Man Mixer ABCD Pro Makes Teams	Orange Ball Net - count orange ball and one other ball. Players determine orange ball rotation on the first hole
8	4 Man Mixer ABCD Pro Makes Teams	Red, White & Blue - Red flag one ball, White flag two balls, Blue flag three balls count. Gross & Net
9	4 Man Mixer ABCD Pro Makes Teams	Individual Score Gross & Net
10	2 Man Choose Up	One Best Ball-Gross & Net
11	2 Man Choose Up	Count two balls - Gross and Net
12	2 Man Mixer	Count one best ball and both balls on all par 3's-Gross & Net
13	2 Man Choose Up	Scramble. Use 1/2 of full handicap
14	4 Man Choose Up	Count Two balls-Gross & Net
15	4 Man Choose Up	Count All THREE balls-Gross & Net
16	4 Man Choose Up - Orange Ball	Count orange ball and one other, orange ball rotation determined on the first hole-Gross & Net
17	4 Man Choose Up - Red, White, & Blue	Red Flag count ONE ball, White Flag TWO balls, Blue Flag THREE balls-Gross & Net
18	4 Man Choose Up - Scramble	25% of combined handicaps-Gross & Net
19	4 Man Choose Up - Individual Play	Gross & Net
20	4 Man Choose Up - Beat the PRO	Individual Play - Net
21	Triple Play 2 Man Choose Up	6 Holes one best ball, 6 Holes scramble, 6 Holes

Game #	Game Name	Game Description
		alternate shot- Gross & Net
22	Three Club Tournament	4 Man Choose Up - Gross & Net
23	Individual Match Play - Played with FULL handicaps	The Player plays against the course, Net birdie wins the hole, net par halves the hole, net bogey loses the hole. For example the winner may beat the course 3 and 2
24	Throw Out Team Play -4 Man Choose Up	Team throws out their THREE worst holes - Gross & Net
25	Throw Out Individual Play	Player throws out their THREE worst holes - Gross & Net
26	6 Blind Holes Individual Play	After the start of the round, the pro blind draws SIX holes to throw out—Gross & Net
27	2 Man Mixer-Pro to make Teams	Count TWO balls - Gross & Net (AD) (BC)
28	2 Man Mixer- Pro Makes Teams	Scramble Format (AD) (BC) use 1/2 of full handicap
29	1 Man - Two Day Eclectic	Player improves their score hole by hole, gross & net on 2nd day.
30	4 Man Choose Up - Sucker in a Bucket	Count one ball gross and net, players ball may be used only once every 4 holes. 1st hole choose best ball of 4 players, 2nd hole use best ball of remaining 3 players, 3rd hole use best ball of remaining 2 players, 4th hole use the ball of the remaining player (the sucker in a bucket). Repeat thru 18 holes
31	4 Man Choose Up - Age Flighted	Individual play gross and net. Flight 1, ages 18-60. Flight 2, ages 61-75. Flight 3, 76 and up.
32	Alternate Tees ABCD Flighted	Alternate Tees: Black/Blue, Blue/White, White/Red
33	Triple Play - 2 Man Mixer	6 holes best ball, 6 holes alternate shot, 6 holes scramble
34	Throw out 3 holes—Mixer	Individual play - Throw out your worst 3 holes. Gross & Net
35	6 Blind Holes - Mixer	Individual Play - Pro Picks 6 holes to throw out after your round. Gross & Net
36	Throw out 9 holes - Mixer	Individual Play - Throw out your 9 worst holes. Gross & Net
37	2 Man - Two Day Eclectic Choose up	Team improves their best-ball score hole by hole on second day. Gross & Net 75% handicap will be used