

MGC SWEEPS GAMES

TEAM GAMES

1 low gross/ 1 low net

Circle 1 low gross and circle 1 Low Net. Enter total of the 2 below the hole.

1 low Gross/ 2 low net

Circle 1 low gross and circle 2 lowest net scores and enter the total of the 3 below the hole.

2 low net

Circle the 2 lowest net scores and enter the total of the 2 below the hole.

3 low net

Circle the 3 lowest net scores and enter the total below the hole.

3 low net odd/ 2 low net even

On odd numbered holes, circle the lowest 3 net scores and enter the total below that hole. On even numbered holes, circle the lowest 2 net scores and enter the total below that hole.

Cha Cha Cha 3-2-1

Use 3 lowest net scores on all par 3's, 2 lowest net scores on all par 4's, and 1 lowest net score on all par 5's. Circle the scores you are using and enter below each hole.

Cha Cha Cha 1-2-3 (Reversal of the Cha Cha Cha 3-2-1)

Use the 1 lowest net score on all the par 3's, 2 lowest net scores on all par 4's, and 3 lowest net score on all par 5's. Circle the scores you are using and enter below each hole.

Team Par Points (modified for LOPMGC)

A net par is 1 point, net birdie is 2 points, and a net eagle is 3 points. Add all the par points and enter below each hole.

Captain and Crew

This is a 2 low net game using the "Captain" and lowest net score from another player. The Captain is determined by the order of names on the card. The first player listed is the Captain on the 1st hole, and rotation follows. If you start on hole #4, then the 4th name on your card is the Captain, and his score must be used. The Captain cannot pick up and X-out.

Add the Captain's score with the lowest net from another player and enter below the hole.

2 Man Blind Draw

You can sign up as a twosome or as a single player, but not as a foursome. The tournament chair will pair you up with others to make a 4 man team. The game played will be 2 low net.

4 Man Scramble

Everyone drives. Players chose the best ball and play all balls from that spot. This format continues throughout the game. Each player must have at least 3 drives. Mark the team score on the card.

Determine the average handicap and deduct from the gross score for the team net.

TEAMS MAY CHOOSE TO PLAY FROM THE WHITE OR RED TEES, BUT ALL PLAYERS MUST PLAY FROM THE SAME COLOR TEES. IF A TEAM HAS LESS THAN 4 PLAYERS THEN THE PLAYERS CAN ROTATE FOR A FOURTH SHOT.

4 Man Step-Down Scramble

Everyone drives. Players chose the best ball and play 3 balls from that spot (the player whose ball is chosen does not hit). This continues to the green, and at that point everyone putts from the best ball.

At the next hole, everyone drives again, choosing the best and having the 3 remaining players hit.

TEAMS MAY CHOOSE TO PLAY FROM THE WHITE OR RED TEES, BUT ALL PLAYERS MUST PLAY FROM THE SAME COLOR TEES. IF A TEAM HAS LESS THAN 4 PLAYERS THEN THE PLAYERS CAN ROTATE FOR A FOURTH SHOT.

Stableford

Points are awarded for your score on each hole on a handicap basis. 1 point for a bogey, 2 for a par, 3 for a birdie, 4 for an eagle and 5 if you bag an albatross (fat chance). Anything worse than a bogey, pick up and stop wasting everyone else's time.

Scotch Foursome

Think of it as a two man scramble off the tee, then alternate shots into the hole. It works like this:

Golfers A and Golfers B are Scotch Foursome teams. On the first tee, both A and B hit drives. The two-person team plays the alternate shot format with one ball the rest of the way. The golfer whose drive was not chosen plays the second stroke. His partner plays the third stroke, and so on until they get the little white ball into the hole. Repeat for all 18 holes in this same manner.

Each team keeps their individual scorecards; one for each two man team.

Handicap allowance is 40 percent of the partners' combined course handicaps. Total up the team gross score and deduct the 40 percent to get the net score.

Do not post your scores for this game.

Pink Ball Tournament

2 Low Net + 1 Pink Ball Low Net

Each team will be issued a logoed pink ball at the start. Each player will be responsible for the pink ball all the way through a hole. A maximum score of "10" can be taken.

Each player will hit the Pink Ball 4 times, 2 players 5 times in the same rotation. Strategy is important. Each foursome has a pink ball that rotates among players. (Player 1 uses it on the first hole, player 2 on the second and so on). Whoever has the pink ball on a given hole must contribute a low net score to the other two low net scores.

There will be three overall Net Scores for the total team score.

Finishing with the original Pink Ball will earn additional strokes off your low net score.

This will be determined at the end with a roll of the die.

(example - The total of the die is minus from total net)

Prize TBA

**Once the Pink ball is lost. The game will continue. This will eliminate you for the bonus points at the end. You are still in the game. We encourage you to add another color ball and designate it as the pink ball substitute. Remember!!! This game is supposed to be fun and challenging at the same time.*

Patriot Tournament (Red, White & Blue)

4 Man Scramble Format

This format is based on your normal tees played. All team members must play from the same tees. No split tee groups for this event. If someone in your group normally plays a different tee on Thursday Sweeps, you may all elect to use that tee as your choice.

Example: Green tee player and Red tee player in the same group. You may choose the Green player. Your tees will be Red throughout the round).

Take the best drive. (NO MINIMUM/MAXIMUM DRIVES NEEDED)

How to determine tees played?

Example: If you normally play from White tee box. Then all players will tee off from the Blue tee's, If the Red tee box is your normal tee box, then all players will tee off from the White tee's. If the Green tee box is your normal tee box then all players will tee off from the Red tee's.

Deduct your average team handicap at the end. *Example:* Total Team Handicap ÷ 4 = xx.x

Closest to the Pin on Hole 7.

Do not post scores for this game.

Devil's Run (also known as 6 6 6)

3 Low Net on 1-6, 2 Low Net on 7-12 & 1 Low Net on 13-18

Circle appropriate low scores and enter the low nets on separate lines below the actual scores. Total the low net team score for competition.

3 Stooges + 1

3 lowest net scores and the 1 High Gross hole from each Player at the end

Play as a normal 3 low net format but for final team score you will add 1 Highest Gross score for the 18 holes from each player.

Example:

Player 1 has 8 as his highest score of his 18. Player 2 has 7, Player 3 has 7 and player 4 has a 10. Total is 32. Add 32 to total net

INDIVIDUAL GAMES

Individual Low Net

Each player records their gross score on each hole then subtracts their handicap from their total gross score to determine their total net score for the round. Winners will be paid on lowest net scores.

1 Man Scramble

This has been an official NCGA event. The one man scramble format is simple, you get a mulligan on every shot, including putting, and are allowed to select the one of your choice. It is recommended that if you have a good shot, then don't hit an additional ball. This will speed up the game. It is simple easy to understand and fun.

Do not post your scores for this game.

3 Club Monte

Choose your favorite 3 clubs plus your putter to play the entire 18 holes with. Enter your individual gross scores on the card then subtract your handicap to determine your individual net score. Winners are determined by lowest net scores. **DO NOT POST SCORES FOR THIS GAME**