

#### Sun City Grand Men's 18 Hole Golf Club

## **Description of Games**



GAME	DESCRIPTION
Individual Low Net	This is an individual event. Players will play against others within their flight. So all A players will be in the A flight, B players in the B flight and so on. The winners will be based on the lowest net scores in each flight. Scores from this event are postable scores for handicap purposes.
Quota	This is an individual event. Players will play against others within their flight A/A, B/B and C/C depending on the number of players who sign up. Points are awarded for gross scores. A player's quota is calculated as follows: 36 - Players Handicap = Quota. Points for a hole are as follows: Bogey = 1, Par = 2, Birdie = 4, Eagle = 8 and Double Eagle = 12. The player's score is their total points - the players quota. Scores from this event are postable scores for handicap purposes.
Stableford	This is an individual event. Players will play against others within their flight A/A, B/B and C/C depending on the number of players who sign up. Points are awarded for net scores. Points for a hole are as follows: Bogey = 1, Par = 2, Birdie = 3, Eagle = 4 and Double Eagle = 6. Scores from this event are postable scores for handicap purposes.
2 Man Best Ball	This is a 2-man team event. The team score is the best net score of the 2 players on each hole. Flights will be A/A, B/B and C/C. Number of flights will be based on the number of players who sign up. Scores from this event are postable scores for handicap purposes.
4 Man 1 Low Gross 1 Low Net	In this event all players play the own ball. The team score is made up of the best combination of the best low gross and low net score. A player's score can only count for either the gross or net score but not both. Teams will be made up of an A, B, C and D player based on players handicaps. Scores from this event are postable scores for handicap purposes.
Shamble	This is played as a 2-man team event. Flighting will be A/A, B/B and C/C depending on the number of players. Each player will play a tee shot and then the team will pick the best drive and hit the next shot from there. After that, each player will play their own ball into the green. Each player will get 80% of his handicap. A minimum of 4 drives will be required in a 2-man game for each player. In a 4-man game, no player may have more the 9 drives. Scores are not postable for this event.
Chapman / Pinehurst	Both players tee off. Player A plays Player B's drive, and vice-versa. Each player hits the second shot. They then choose which of the second shots they wish to play. From that point until the ball is holed they play only one ball in an alternate shot format. Scores are not postable for this event.



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	Scramble	This is usually played as a 2-man team event. Flighting will be A/A, B/B and C/C depending on the number of players. It could be a 3-man or 4-man team event if the number of sign-ups allow. It will be played from the White/Yellow Combination Tees. 3- and 4-man team games will be flighted A/B/C or A/B/C/D. Each player will play a tee shot and then the team will pick the best drive and hit the
		next shot from there. They will then continue to pick the best shot to play from and continue to do so until they are in the hole. The team handicap will be the total handicap of all the players. Players will receive the follow percentage of their handicap to determine the team handicap: A minimum of 4 drives will be required for each player. A minimum of 5 drives will be required for each player in a threesome, and threesomes be allowed a fourth shot from tee through the green, alternate the extra shot. Team Handicaps follow the USGA guidelines for handicapping a scramble. Scores are not postable for this event.
In	dividual Match Play	The first event will be a qualifying tournament where all interested players will play in a low net individual event. This event will be held in the AM shotgun. We can accommodate 144 players which is 9 flights of 16 players. If there are less than 144 players, we will adjust the number of flights to accommodate the number of flights. We will divide the 16 players in each flight into two groups of 8 players. They will play each week until there is one winner in each 8-player grouping. The winner of each 8-player group will play the winner of the other 8 player group in the same flight. A final match will be played to determine the ultimate winner.
		There will not be a loser's bracket. Each player will pay \$5 for each week they play.
Ch	Club Championship	To play in this tournament players will have to have 3 postable scores in the Winter Season. This game is individual handicap stroke play, played the same as Low Net, and is played as a three-day tournament. It starts on Wednesday, and the following days are determined by course availability (See winter League Schedule). This championship tournament is scheduled towards the end of our Winter League to establish The Grand Men's Golf Club Champions for each of the respective flights for a net winner.
		We will have a scratch flight for this tournament playing from the Blue Tees. The winner will be the lowest gross score and the Club Champion. There will be a play off if a tie exists for this flight only. Scores from this event are postable scores for handicap purposes as tournament
		scores.



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Member / Member	During the Winter Season, the Member-Member will be played on consecutive days (Wed & Thu). During the Summer Season, the Member-Member will be played on consecutive Wednesdays. If you cannot play on both days, please do not sign up. The format for the first day of this tournament is Two Man Scramble on the front nine and Pinehurst(Chapman) on the back nine. No minimum number of drives per player for the Scramble. The format for the second day is Best Net Ball on the front nine and Two Net Balls on the back nine.
	Pairings and tee times will be the same both days. The field will be limited to 144 players.
	You may sign up as a single and you will be paired with another available player at the manager's discretion.