

FORMATS

16 PLAYERS - TWO 8 MAN TEAMS COMPETING FOR 24 POINTS					
ROUND	**COURSE**	**FORMAT**	**PLAY**	**MATCHES**	**POINTS**
1	**HERITAGE OAKS**	**Best Ball** *(Modified Four-Ball)*	**18 Hole-Stroke Play**	**4 matches**	**4 points**

1. Two players from each team compete against each other in a stroke play format.
2. Players tee off from their assigned tee *(based Geezer Guys tee assignment policy*).
3. Players play their own ball throughout the round.
4. Each player's gross score is recorded after each hole.
5. At the end of the round each player's course handicap is applied to his gross score to get his net score.
6. Each player's net score is combined with his partner's net score to get a TEAM NET SCORE.
7. The team with the lowest team net score wins the round and earns one team point.

TEE ASSIGNMENTS: As indicated on the *HANDICAP* sheet (some players may play from the shorter tee).

HANDICAPS: Strokes are given according to each player's current course handicap at Heritage Oaks

*(NOTE: in an unmodified **FOUR-BALL** match the lowest score on each team is recorded on each hole*

2	**SHENVALEE**	**Singles** *(Twosomes)*	**18 Hole Stroke Play**	**8 matches**	**8 points**

1. One player from each team competes against each other in a stroke play format.
2. Two matches are played simultaneously in a four-man group.
3. Players tee off from their assigned tee (based Geezer Guys tee assignment policy).
4. Each player's gross score is recorded after each hole.
5. At the end of the round each player's course handicap is subtracted from his gross score to get his net score.
6. The player with the lowest net score wins the round and one team point.

TEE ASSIGNMENTS: As indicated on the HANDICAP SHEET (some players may play from the shorter tee).

HANDICAPS: Strokes are given according to each player's current course handicap at Hobbs Hole.

3	**SHENVALEE**	**Captains Choice** *(Modified or "Texas" Scramble)*	**18 Hole Match Play**	**4 matches**	**12 points**

1. Two players from each team compete against each other in a NASSAU match play format.
2. Teams can earn 3 points per match (*1 point each for most holes won front, back & match - ties earns half a point*).
3. Two drives are required of each player on each of the nine holes making this a "Texas Scramble".
4. Each team selects their best drive and each player plays their next shot from that position.
5. Players repeat the process until each team holes out.
6. Each team's net score is calculated by subtracting any strokes given from the team's gross score.
7. Each team's net score is recorded on the scorecard.
8. The team with the lowest net score wins the hole.

TEE ASSIGNMENTS: All players play from the *GREEN TEES.*

HANDICAPS: Strokes are given according to USGA regulations for *CAPT. CHOICE* (foursomes) match play. SEE BELOW

The course handicap used is according to USGA allowance in a two-man team SCRAMBLE format as follows:

a. *For each team the player with the lower handicap gets 35% of his course handicap.*
b. *For each team the player with the higher handicap get 15% of his course handicap.*
c. *Team handicaps are calculated by adding together both of the player's course handicaps as calculated in (a) and (b) above.*
d. *Any strokes given are calculated by subtracting the two team course handicaps from each other.*
e. *The difference between the two team course handicaps is the number of strokes given.*
f. *Any strokes given are applied on the hardest holes.*