

## RICHARDSON SENIOR GOLF LEAGUE FORMAT DEFINITIONS

**INDIVIDUAL PLAY:** Individual scoring, with a player's handicaps being deducted from his or her gross score, to produce a net score. Awards are based on net scores within each flight.

**BEST BALL:** 2-person or 4-person teams using handicaps. Each player plays his/her own ball and records his/her individual score. The scorer will then determine the team score by selecting the lowest score per hole after handicaps (i.e. lowest "net"). If the 4-person format calls for the "best two balls" or "two scores count" the two lowest net scores are combined for the foursome's team total.

**TRIPOLI:** 4-person Teams using handicaps. Each player plays his/her own ball and records his/her individual score. The scorer will then determine the team score by selecting the lowest score per hole after handicaps (i.e. lowest "net"). The Best Ball Low Net Total for each hole is as follows:

(Regular Tripoli) – 1BBN on Par 5's, 2BBN on Par 4's. and 3BBN on Par 3's.

(Reverse Tripoli) – 3BBN on Par 5's, 2BBN on Par 4's. and 1BBN on Par 3's.

**SHAMBLE:** 4-person game using handicaps. All team members team hit their tee shots on each hole. Team members select the best drive and each player individually completes the hole from that point. Handicaps are applied. The team score is the best net score of any individual player on the team. Each person must use his or her drive at least one time on each 9 holes.

**TEAM STROKE PLAY:** 2-person or 4-person game using handicaps. Each member plays his own ball as in individual play. The team score is the total net score of each team member.

**MATCH PLAY:** 2-person game using handicaps. Each player plays their own ball and records their individual score. The player with the lowest net score for each hole wins that hole. The player who wins the majority of the holes, wins the match play.

### SPECIAL EVENTS

**CLOSEST TO THE PIN:** These are competitions by flight for each designated Par 3 hole per each nine. The ball must be on the green to qualify, and closest to the hole of person competing within a specific flight. When applicable, the player should write his or her name on the flight marker and move the marker to the new closest position. The last foursome playing the hole picks up the markers and turns them in to the Pro Shop. Award points are given in each flight.

**LONGEST DRIVE:** These contests are held on one specific Par 4 or Par 5 hole. Again, they are by flight. The drive must be in the fairway (not rough) to qualify. The ball must be farthest from the respective teeing area. When applicable, the player writes his or her name on the proper flight marker and moves the marker to the new position. The last foursome playing that particular hole picks up the markers and returns them to the Pro Shop. Award points are given in each flight.