

MayMVPGolf Formats of Play

Stroke Play

Lowest net score (100%)

Stroke Play Partners

After round is complete, Lowest net total of two players (100%)

Four Ball

Lowest net score of one of the two players for hole wins hole (90%)

Match Play

Low net score wins hole (100%)

Scramble

Must use one drive on each nine

Handicap uses 20% A player, 15% B player, 10% of C player and 5% of D player

Shamble

Must use one drive on each nine

Take best tee shot and everyone plays from there in.

Use all gross scores - handicap total for total net score (90%)

Alternate Shot

Alternate on tee

Play next shot from where your partner hit

Handicap is combined - match play (100%)

Chapman/Pinehurst Format

Both players tee off

Switch balls for 2nd shot

Choose best shot for 3rd shot. The person that did not hit it, plays 3rd shot

Alternate shot in, starting with person that did not hit 3rd shot

Handicap uses 60% lower plus 40% of higher handicap

MayMVPGolf Rules of Play

OB or Lost Ball - Drop ball where it crosses OB line/hazard or on path back to tee

60 years and older can play up one tee, 75 years and older can play up two tees.

Water Hazard - Drop where it started going over water.

* Drop in path from where it started crossing water back to tee

* If ball hits on other side of water and rolls in, drop where it hit as long as its no closer to pin.

Discuss drop locations with other team and agree on location.

Ball can be rolled to improve lie (2-4"), but not out of a hazard or in a hazard.

Pick up putts within 18".

Pick up when 4 over par is reached.

Ready golf, hit it when you get to it, no longer than 4 hr. 10 min. per round (14 min. per hole).

Limit ball searches to a couple minutes, bring plenty of balls.

Have Fun, No Whining!!!

Handicaps are based on prior Ryder Cup, President Cup and World Cup scores, use 40% of lowest 10 recent scores posted.