

DESCRIPTION OF BATTLEMENT MESA COUPLES LEAGUE GAMES

GAME	DESCRIPTION	
MIXED FOURSOMES; EITHER: <u>REGULAR PARTNERS FOURSOMES</u> OR <u>NOT REGULAR PARTNERS FOURSOMES</u> (SEE NOTES)	1-2; 1-2: Net	One ball net counts on odd holes; two balls net counts on even holes.
	1-2-3 Waltz: Net Scores	Use 1 score for holes 1, 4 & 7; two scores for holes 2, 5 & 8; three scores for holes 3, 6 & 9.
	Two Best Balls: Net Scores	Two best balls of the foursome are used for total score.
	One Best Ball Man & One Best Ball Woman: Net Scores	Total both net scores.
	Scamble	Minimum 1 drive per person. Person whose drive is selected does NOT hit next shot. Everyone puts.
	Red Ball: Net Red Ball Scores or Low Net Scores. Three places paid out.	Each of the 4 players must play the red ball on at least two holes (one player will play the red ball on 3 holes). There are two line items of net scores: a Red Ball Net Score and a Low Net Score. The Red Ball Net Score is the net score of the red ball player, whereas the Low Net Score is the low net score of the remaining 3 players. HOWEVER , if a red ball player loses the ball then the red ball scores are eliminated from the game altogether, and from that point forward the Low Net Score applies now to all 4 players. Winning teams first come from the Red Ball scores for those teams that played the red ball for the entire 9 holes. Only then are the Low Net Scores considered.
COUPLES' TWOSOMES (REGULAR PARTNERS PLAY AS A TWOSOME)	Skins: Net	Best ball of couple competes for skins.
	Triple Play (3-3-3): Handicapped	Scramble on holes 1-3; Best ball on holes 4-6; Alternate shots on holes 7-9. Scramble and alternate shots handicapped.
	Alternate Shot/Divorce Open: Net & Gross Payout	Alternate shots all the way around.
	One Best Ball: Net & Gross Payout	One best ball net and one best ball gross per couple
	Chapman System: Two Flights	Both partners drive; partners switch balls for second shots; select best ball and alternate shots into hole.
	Stableford: Net Score	1 point for bogie; 2 points for par; 3 points for birdie; 5 points for eagle. 0 points for double bogey (PICK UP TO SPEED UP PLAY)
	Odd-Even Tees: 2 Flights	Partners choose to tee off on either odd or even tees. The one who doesn't tee off hits the second shot and then scramble from there into the hole.

REGULAR PARTNER FOURSOMES: Refers to playing in a 4-person team with your regular partners.

NOT REGULAR PARTNERS FOURSOMES: Refers to playing in a 4-person team with other than your regular partners.

COUPLES' TWOSOMES: Refers to playing as a twosome with your regular partner (spouse, significant other, or friend).