

DESCRIPTION OF BATTLEMENT MESA COUPLES LEAGUE GAMES

FORMAT	GAME	DESCRIPTION OF GAME
REGULAR OR MIXED PARTNER FOURSOMES	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.
	1-2; 1-2: Net	One ball net counts on odd holes; two balls net counts on even holes.
	One Best Ball Man & One Best Ball Woman	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	Skins: Net	Best ball of couple competes for skins.
	One Best Ball: Net & Gross Payout	One best ball net and one best ball gross per couple
	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.