

FORMAT: 1 NET BETTER BALL

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net ball per hole.

Enter each player's gross score into the Golf Genius App.

****SCORES WILL BE POSTED BY LWGA via GOLF GENIUS.**

DO NOT POST YOUR SCORE**

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FORMAT: 1 NET BETTER BALL OR MORE

Four Person teams, each plays her own ball. Net scores are determined by subtracting handicap strokes, which are denoted by dots on the scorecards,

from the gross score on each hole. The teams must use at least one net ball per hole even if it results in a score over par. Be sure to use as many scores under par on a hole as possible. The Golf Genius System will score any additional net scores under par. Reminder please enter only GROSS scores into Golf Genius App.

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FORMAT: 1 NET BETTER BALL OR MORE

Four Person teams, each plays her own ball. Net scores are determined by subtracting handicap strokes, which are denoted by dots on the scorecards, from the gross score on each hole. The teams must use at least one net ball per hole even if it results in a score over par. Be sure to use as many scores under par on a hole as possible. The Golf Genius System will score any additional net scores under par. Reminder please enter only GROSS scores into Golf Genius App.

****SCORES WILL BE POSTED BY LWGA via GOLF GENIUS**

DO NOT POST YOUR SCORE**

FORMAT: 1 BETTER BALL ON EVEN HOLES & 2 BETTER BALLS ON ODD HOLES

Four Person teams - each plays her own ball. Net scores are

determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net ball on the even holes (e.g. golf course hole #2, 4 etc.) and two net balls on the odd holes (e.g. golf course hole #1, 3 etc.) even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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FORMAT: 1 BETTER BALL ON EVEN HOLES & 2 BETTER BALLS ON ODD HOLES

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net ball on the even holes (e.g. golf course hole #2, 4 etc.) and two net balls on the odd holes (e.g. golf course hole #1, 3 etc.) even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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DO NOT POST YOUR SCORE**

FORMAT: 2 BETTER BALL ON THE Front 9 HOLES & 1 BETTER BALL ON THE Back 9 HOLES

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use two net balls on the front nine (holes 1-9) and one net ball on the back 9 (holes 10-18) even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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DO NOT POST YOUR SCORE**

FORMAT: 2 BETTER BALL ON THE Front 9 HOLES & 1 BETTER BALL ON THE Back 9 HOLES

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use two net balls on the front nine (holes 1-9) and one net ball on the back 9 (holes 10-18) even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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FORMAT: 1 BETTER BALL ON THE Front 9 HOLES & 2 BETTER BALLS ON THE Back 9 HOLES

Four Person teams - each plays her own ball. Net scores are

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Enter each player's gross score into the Golf Genius App.

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FORMAT: 1 BETTER BALL ON HCP 1-9 HOLES & 2 BETTER BALLS ON HCP 10-18 HOLES

Four Person teams - each plays her own ball. Net scores are

determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net ball on the holes with a handicap of 1-9 and two net balls on the holes with a handicap of 10-18 even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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DO NOT POST YOUR SCORE**

FORMAT: 1 BETTER BALL ON HCP 1-9 HOLES & 2 BETTER BALLS ON HCP 10-18 HOLES

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net ball on the holes with a handicap of 1-9 and two net balls on the holes with a handicap of 10-18 even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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DO NOT POST YOUR SCORE**

FORMAT: 1 BETTER BALL ON THE ODD HOLES & 2 BETTER BALLS ON THE EVEN HOLES

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on

the scorecards). The team must use one net ball on odd holes (e.g. golf course hole #1, 3 etc.) and two net balls on even holes (e.g. golf course hole #2, 4 etc.) even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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DO NOT POST YOUR SCORE**

FORMAT: 1 BETTER BALL ON THE ODD HOLES & 2 BETTER BALLS ON THE EVEN HOLES

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net ball on odd holes (e.g. golf course hole #1, 3 etc.) and two net balls on even holes (e.g. golf course hole #2, 4 etc.) even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use two net balls per hole

even if it results in a score over par.

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Enter each player's gross score into the Golf Genius App.

****SCORES WILL BE POSTED BY LWGA via GOLF GENIUS.**

DO NOT POST YOUR SCORE**

FORMAT: 1 BB + 1 BB - PICK YOUR PARTNER (sign up individually or with a partner)

You and your partner are paired with another partnership to form your four person team- each plays her own ball. Your team score for each hole will be 1 net better ball from partnership #1 and 1 net better ball from partnership #2. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards).

Enter each player's gross score into the Golf Genius App.

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Enter each player's gross score into the Golf Genius App.

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FORMAT: 1 NET BETTER BALL ON THE PAR 5's & 2 NET BETTER BALLS ON THE PAR 3's & 4's

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The teams must use 1 net ball on a par 5 hole and 2 net balls on a par 3 or par 4 hole, even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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DO NOT POST YOUR SCORE**

FORMAT: 1 NET BETTER BALL ON THE PAR 5's & 2 NET BETTER BALLS ON THE PAR 3's & 4's

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The teams must use 1 net ball on a par 5 hole and 2 net balls on a par 3 or par 4 hole, even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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DO NOT POST YOUR SCORE**

FORMAT: SCRAMBLE

All players hit from the tee and the best drive is selected. Everyone will hit their next shot from that position and repeat the process until the ball is holed. Lies may be improved within one club length of the original position (a putter head length on the green) no nearer the hole. If a selected shot is played from a water hazard, bunker, rough or fringe of the green, the ball must be played within one club length of the original position no nearer the hole, and must remain in the water hazard, bunker, rough or fringe of the green. Team handicaps are denoted on the scorecard and should be subtracted from the 18 hole gross score to determine the team's net score. **3 Minimum Drives Per Player.**

Player D plays from the Skidaway tees. Teams can only use Player D's drives a maximum of 4 times.

If a team has only three players, Player A will hit two balls on each shot on holes 1, 4, 7, 10, 13, and 16. Player B will hit two balls on each shot on holes 2, 5, 8, 11, 14,

and 17, and Player C will hit two balls on each shot on holes 3, 6, 9, 12, 15, and 18. Enter the team's gross score into the Golf Genius App.

FORMAT: SCRAMBLE

All players hit from the tee and the best drive is selected. Everyone will hit their next shot from that position and repeat the process until the ball is holed. Lies may be improved within one club length of the original position (a putter head length on the green) no nearer the hole. If a selected shot is played from a water hazard, bunker, rough or fringe of the green, the ball must be played within one club length of the original position no nearer the hole, and must remain in the water hazard, bunker, rough or fringe of the green. Team handicaps are denoted on the scorecard and should be subtracted from the 18 hole gross score to determine the team's net score. **3 Minimum Drives Per Player.**

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If a team has only three players, Player A will hit two balls on each shot on holes 1, 4, 7, 10, 13, and 16. Player B will hit two balls on each shot on holes 2, 5, 8, 11, 14, and 17, and Player C will hit two balls on each shot on holes 3, 6, 9, 12, 15, and 18. Enter the team's gross score into the Golf Genius App.

FORMAT: NEIGHBORHOOD CHALLENGE

Two Person Teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net better ball per hole.

Enter each player's gross score into the Golf Genius App.

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Two Person Teams - each plays her own ball. Net scores are

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Enter each player's gross score into the Golf Genius App.

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FORMAT: 1 NET BETTER BALL - DROP WORST HOLE

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net ball per hole.

Enter each player's gross score into the Golf Genius App. GG will automatically drop your worst hole from your team score.

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DO NOT POST YOUR SCORE**

FORMAT: 1 NET BETTER BALL - DROP WORST HOLE

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net ball per hole.

Enter each player's gross score into the Golf Genius App. GG will automatically drop your worst hole from your team score.

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FORMAT: 1 BB ON HCP 1-6 HOLES, 2 BB ON HCP 7-12 HOLES & 3 BB ON HCP 13-18 HOLES

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net ball on the holes with a handicap of 1-6, two net balls on the holes with a handicap of 7-12 and three net balls on the holes with a handicap of 13-18 even if the result is a score over par. Enter each player's gross score into the Golf Genius App.

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FORMAT: 1 BB ON HCP 1-6 HOLES, 2 BB ON HCP 7-12 HOLES & 3 BB ON HCP 13-18 HOLES

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net ball on the holes with a handicap of 1-6, two net balls on the holes with a handicap of 7-12 and three net balls on the holes with a handicap of 13-18 even if the result is a score over par.

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FORMAT: 1 NET BETTER BALL ON THE PAR 4's & 2 NET BETTER BALLS ON THE PAR 3's & 5's

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The teams must use 1 net ball on a par 4 hole and 2 net balls on a par 3 or par 5 hole, even if the result is a score over par.

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FORMAT: 1 NET BETTER BALL ON THE PAR 4's & 2 NET BETTER BALLS ON THE PAR 3's & 5's

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The teams must use 1 net ball on a par 4 hole and 2 net balls on a par 3 or par 5 hole, even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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FORMAT: 2 NET BETTER BALL - DROP 2 OF YOUR WORST HOLES

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use two net balls per hole even if it results in a score over par.

Enter each player's gross score into the Golf Genius App. GG will automatically drop your 2 worst holes from your team score.

****SCORES WILL BE POSTED BY LWGA via GOLF GENIUS.**

DO NOT POST YOUR SCORE**

FORMAT: 2 NET BETTER BALL - DROP 2 OF YOUR WORST HOLES

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use two net balls per hole even if it results in a score over par.

Enter each player's gross score into the Golf Genius App. GG will automatically drop your 2 worst holes from your team score.

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DO NOT POST YOUR SCORE**

FORMAT: TEAM NET STABLEFORD

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). Each player will score points based on their net scores.

STABLEFORD POINTS: NET BOGEY = 1 NET PAR
= 2

NET BIRDIE = 3 NET

EAGLE = 4

Enter each player's gross score into the Golf Genius App. GG will automatically calculate individual and team points for the team score.

****SCORES WILL BE POSTED BY LWGA via GOLF GENIUS.**

DO NOT POST YOUR SCORE**

FORMAT: TEAM NET STABLEFORD

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). Each player will score points based on their net scores.

STABLEFORD POINTS: NET BOGEY = 1 NET PAR
= 2

NET BIRDIE = 3 NET

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Enter each player's gross score into the Golf Genius App. GG will automatically calculate individual and team points for the team score.

****SCORES WILL BE POSTED BY LWGA via GOLF GENIUS.
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FORMAT: 1 GROSS BETTER BALL & 1 NET BETTER BALL

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one gross ball and one net ball per hole.

Enter each player's gross score into the Golf Genius App. GG will automatically calculate the Gross BB plus the Net BB for your team score.

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FORMAT: 1 GROSS BETTER BALL & 1 NET BETTER BALL

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one gross ball and one net ball per hole.

Enter each player's gross score into the Golf Genius App. GG will automatically calculate the Gross BB plus the Net BB for your team score.

****SCORES WILL BE POSTED BY LWGA via GOLF GENIUS.**

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FORMAT:Golf (2 Person SCRAMBLE)

Partners are paired together.Yourfor each hole will be the scramble score from partnership #1 plus the scramble score from partnership #2.

To determine the scramble scores: Each player from each 2 person partnership hits from the tee and the best drive is selected. Both players will hit their next shot from that position and repeat the process until the ball is holed. Lies may be improved within one club length of the original position (a putter head length on the green) no nearer the hole. If a selected shot is played from a water hazard, bunker, rough or fringe of the green, the ball must be played within one club length of the original position no nearer the hole, and must remain in the water hazard, bunker, rough or fringe of the green.5 Minimum Drives Per Player

FORMAT:Golf (2 Person SCRAMBLE)

Partners are paired together.Yourfor each hole will be the scramble score from partnership #1 plus the scramble score from partnership #2.

To determine the scramble scores: Each player from each 2 person partnership hits from the tee and the best drive is selected. Both players will hit their next shot from that position and repeat the process until the ball is holed. Lies may be improved within one club length of the original position (a putter head length on the green) no nearer the hole. If a

selected shot is played from a water hazard, bunker, rough or fringe of the green, the ball must be played within one club length of the original position no nearer the hole, and must remain in the water hazard, bunker, rough or fringe of the green.

FORMAT: 1 NET BETTER BALL ON THE PAR 4's & 5's & 2 NET BETTER BALLS ON THE PAR 3's

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The teams must use 1 net ball on a par 4 & 5 hole and 2 net balls on a par 3 hole, even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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FORMAT: 1 NET BETTER BALL ON THE PAR 4's & 5's & 2 NET BETTER BALLS ON THE PAR 3's

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The teams must use 1 net ball on a par 4 & 5 hole and 2 net balls on a par 3 hole, even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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FORMAT: 1 NET BETTER BALL OF TWOSOME

Two Person Teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net better ball per hole.

Enter each player's gross score into the Golf Genius App.

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Two Person Teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net better ball per hole.

Enter each player's gross score into the Golf Genius App.

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FORMAT: 1 BETTER BALL ON HCP 1-9 HOLES & 2 BETTER BALLS ON HCP 10-18 HOLES

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net ball on the holes with a handicap of 1-9 and two net balls on the holes with a handicap of 10-18 even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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FORMAT: 1 BB Holes (1 & 2) 2 BB

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use one net ball on the holes with a handicap of 1-9 and two net balls on the holes with a handicap of 10-18 even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

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FORMAT: 1 BB ON HOLES #1&2, 2 BB ON #3&4, 3 BB ON #5, 2 BB ON #6&7, 1 BB #8&9 AND REPEAT PROCESS ON BACK 9.

Four Person Teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use 1 best ball on holes #1&2, 2 best balls on holes #3&4, 3 best balls on hole #5, 2 best balls on holes #6&7, and 1 best ball on holes #8&9, this is repeated on the back 9, even if the result is a score over par.

Enter each player's gross score into the Golf Genius App. The system will calculate the # of balls to be scored per hole.

****SCORES WILL BE POSTED BY LWGA via GOLF GENIUS.**

DO NOT POST YOUR SCORE**

FORMAT: 1 BB ON HOLES #1&2, 2 BB ON #3&4, 3 BB ON #5, 2 BB ON #6&7, 1 BB #8&9 AND REPEAT PROCESS ON BACK 9.

Four Person Teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The team must use 1 best ball on holes #1&2, 2 best balls on holes #3&4, 3 best balls on hole #5, 2 best balls on holes #6&7, and 1 best ball on holes #8&9, this is repeated on the back 9, even if the result is a score over par.

Enter each player's gross score into the Golf Genius App. The system will calculate the # of balls to be scored per hole.

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**FORMAT: NEIGHBORHOOD CHALLENGE FOURBALL MATCH
PLAY**

Two Person Teams - each player plays her own ball on each hole. Each team is competing directly against the other team. All four golfers play their own balls throughout the round, each hole is won by the team whose member has the lowest net score. Please only enter GROSS scores for each player in the Golf Genius App. The system will calculate the net score match play results.

Match Points: Winning Team - 3pt Match Tie - 1pt

Enter each player's gross score into the Golf Genius App.

Playing Handicap: Handicap is determined off the lowest player in each group. Players receive strokes for the difference based on the lowest players playing handicap.

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**FORMAT: NEIGHBORHOOD CHALLENGE FOURBALL MATCH
PLAY**

Two Person Teams - each player plays her own ball on each hole. The two teams of two players are competing directly against each other. All four golfers play their own balls throughout the round, each hole is won by the team whose member has the lowest net score. Please only enter GROSS scores for each player in the Golf Genius App. The system will calculate the net score match play results.

Match Points: Winning Team - 3pt Match Tie - 1pt

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Playing Handicap: Handicap is determined off the lowest player in each group. Players receive strokes for the difference based on the lowest players playing handicap.

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Format:TEAM:All players hit from the tee and the best drive is selected. Everyone will hit their next shot from that position and repeat the process until the ball is holed. Lies may be improved within one club length of the original position (a putter head length on the green) no nearer the hole. If a selected shot is played from a penalty area, bunker, rough or fringe of the green, the ball must be played within one club length of the original position no nearer the hole, and must remain in the penalty area, bunker, rough or fringe of the green. Team handicaps are denoted on the scorecard and should be subtracted from the 18 hole gross score to determine the team's net score.

3 Minimum Drives Per Player and 6 Drives Maximum Per Player.

If a team has only three players, Player A will hit two balls on each shot on holes 1, 4, 7, 10, 13, and 16. Player B will hit two balls on each shot on holes 2, 5, 8, 11, 14, and 17, and Player C will hit two balls on each shot on holes 3, 6, 9, 12, 15, and 18.

Enter the team's gross score into the Golf Genius App.

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3 Minimum Drives Per Player and 6 Drives Maximum Per Player.

If a team has only three players, Player A will hit two balls on each shot on holes 1, 4, 7, 10, 13, and 16. Player B will hit two balls on each shot on holes 2, 5, 8, 11, 14, and 17, and Player C will hit two balls on each shot on holes 3, 6, 9, 12, 15, and 18.

Enter the team's gross score into the Golf Genius App.
FORMAT: 1 NET BETTER BALL ON THE PAR 4's & 5's & 2 NET BETTER BALLS ON THE PAR 3's

Four Person teams - each plays her own ball. Net scores are determined by subtracting handicap strokes from the gross score on each hole (handicap strokes are denoted by dots on the scorecards). The teams must use 1 net ball on a par 4's & 5's and 2 net balls on a par 3's, even if the result is a score over par.

Enter each player's gross score into the Golf Genius App.

****SCORES WILL BE POSTED BY LWGA via GOLF GENIUS.**

DO NOT POST YOUR SCORE**

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FORMAT: 1 NET BETTER BALL NASSAU: This game is played by keeping the team score for the front nine, the team score for the back nine, and a team score for 18 holes. Four Person teams, each plays her own ball. Net scores are determined by subtracting handicap strokes, which are denoted by dots on the scorecards, from the gross score on each hole. The teams must use one net ball per hole.

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scorecards, from the gross score on each hole.
The teams must use one net ball per hole.

****SCORES WILL BE POSTED BY LWGA via GOLF GENIUS.**

DO NOT POST YOUR SCORE**

**Format:MATCH PLAY: THIS IS A 9-HOLE MATCH
BETWEEN TWO PLAYERS.**

Match play points are scored as follows: 2 points for winning the hole; 1 point for tying the hole.

Maximum of 13 points can be won per match, opponent only receives the points earned.

Please turn in one scorecard with match results & points earned by each player to the scoreboard

The lower handicapped player in each match will play at scratch with the other player receiving full handicap differential based on how strokes would fall over 18 holes, no half-strokes given. Ties will be broken at the end of the fifth match by results of the head-to-head match.

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Closest to the Pins

Tuesday:

Palmetto #5

Palmetto #15

TP #8

TP #17

Closest to the Pins

Wednesday

Palmetto #5

Palmetto #15

Magnolia #3

Magnolia #17

Closest to the Pins

Thursday

Magnolia #3

Magnolia #17

Deer Creek #2

Deer Creek #17

Closest to the Pins

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