



FORMATS for MISGA MIXERS



Prepared by:

Lloyd Stimson
MISGA History Chairman

Revised - October 1, 2020

INTRODUCTION

The Maryland Interclub Seniors Golf Association (MISGA) was founded in 1975 as a non-profit golfing association. The purpose of MISGA was to develop and increase interest, enjoyment and participation in golf by senior members of golf clubs in the state of Maryland. In subsequent years, MISGA has expanded to include clubs located in Delaware, Pennsylvania, Virginia and West Virginia.

MISGA's primary activity has been sponsoring hundreds of inter-club mixers each year. These mixers provide MISGA members with an opportunity to play at other MISGA member courses. At a mixer, senior golfers from a MISGA member club host their counterparts from other MISGA member clubs. Normally, mixers are on a reciprocal basis.

The most frequently utilized format has been the "best two balls of the foursome." On occasion, the "A-C & B-D" and "Hastings Hybrid" formats have been the selected format. However, in recent times, MISGA members have expressed a desire for additional playing formats. For this reason, this document has been developed.

GOLFING FORMATS

The host club determines the format. Host clubs may choose to award prizes to: (1) the net winners only or (2) a combination of net and gross winners. Clubs may also award prizes to the individual low net score and the individual low gross score of the day ... however, as with closest-to-the-pin contests, a separate prize pool must be established.

Best Ball

Foursomes are constructed to include an "A" player, a "B" player, a "C" player and a "D" player. Golfers play their own ball on each hole. The lowest two scores are recorded as the team score for each hole. This format is played for all 18 holes and the total is submitted as the team's score. This format may be played with or without handicaps.

Note: The "Best Ball" format is the easiest for the players to comprehend, requires less attention when entering hole-by-hole scores and is the easiest and fastest to tabulate ... application of the KISS principle.

A-C and B-D

Foursomes are constructed to include an "A" player, a "B" player, a "C" player, and a "D" player. Golfers play their own ball on each hole. The best score of the A & C players plus the best score of the B & D players are recorded as the team score for each hole. This format is played for all 18 holes and the total is submitted as the team's score. This format may be played with or without handicaps.

Hastings Hybrid

Foursomes are constructed to include an "A" player, a "B" player, a "C" player, and a "D" player. Golfers play their own ball on each hole. The table below indicates the scores that are to be recorded for each hole. This format is played for all 18 holes and the total is submitted as the team's score. This format may be played with or without handicaps.

Par 5 Holes	Par 4 Holes	Par 3 Holes
1 best ball	2 best balls	3 best balls

Modified Stableford

Players score points on each hole according to a point system. The winning team is the team with the highest total points -- the sum of the player points of each team.

Points are earned using any one of the five scales in the table below. The "A" scale is used for a field of predominately low handicappers, the "D" scale is used for a field of predominately high handicappers, and the "E" scale is used for a mixed field of low, medium and high handicappers (*i.e.*, MISGA mixers). The "F" column is for a "make-your-own" scale. NOTE: Handicap strokes per hole for each player will NOT be indicated on the scorecard.

Hole Score	A	B	C	D	E	F
Double Eagle	8	11	14	17	8	
Eagle	5	8	11	14	6	
Birdie	2	5	8	11	4	
Par	0	2	5	8	2	
Bogie	-1	0	2	5	1	
Double Bogey	-3	-1	0	2	0	
Triple Bogey	-3	-3	-3	-1	-1	

Scramble/Captain's Choice

Foursomes are constructed to include an "A" player, a "B" player, a "C" player and a "D" player. All team members hit a shot from the tee. At each subsequent location, all players must hit a shot from the position of the best or preferred ball until the ball is holed. Special rules that **may** apply are:

1. 1-2 tee shots from each player must be used on each of the nine holes.
2. Except on par 3 holes, the player whose tee shot is selected is prohibited from hitting the second shot. He may hit subsequent shots.
3. Teams may be handicapped by allocating 20% of the "A" player's handicap; 15% of the "B" player's handicap; 10% of the "C's"; and 5% of the "D's".
4. Handicap strokes per hole need NOT be indicated on the scorecard.

Blind Hole Match

All players are allocated full handicap. The only scores that count are those shot on certain unannounced holes. The selection of those holes will not be made until the entire field has departed its first tee.

Nassau (Best Nines)

Prizes are awarded for the best first 9, the best second 9, and the best 18 holes. Full handicap is used for the 18-hole scores and one-half handicap for 9-hole scores.

Odd and Even

One ball is played per two-man team. One player will hit all the odd shots and the other will hit all the even shots. To avoid having the same player hit all the tee-off shots, team members can alternate playing odd holes.

Bingle-Bangle-Bungle

Three points are awarded on each hole: one point to the player whose ball first comes to rest on the clipped surface of the green; the second point goes to the player whose ball is nearest the cup after all players are on the green; the third point goes to the player who first sinks his putt. In settling up, each player wins the difference between his total points and the point total of each player with fewer points.

Derby Tournament

Much like a horse race, this format is a great way to inject more fun into a tournament. Play is over nine holes. From 10 to 15 players are needed, and their handicaps should be as close as possible. The format can be played with or without handicap.

Players draw numbers from an entry box to determine their respective tee-off positions. Each player marks his or her ball with that particular number. All 15 entries tee-off in succession from the same tee and play out the hole according to the normal sequence of play. The three highest-scoring players are eliminated. The same procedure follows on the second hole, again with the three highest players eliminated. On the third hole, the two players with the highest score are eliminated. From the fourth through the eighth hole, the player scoring highest on each of these holes is eliminated, leaving only two players going into the final hole.

Any ties among players are broken with a chip-off from a point 40 to 50 yards out in the fairway. Closest-to-the-pin remains in the tournament. It is recommended that an official be named to make all decisions, especially in regard to chip-offs. A tape measure settles questions quickly.

This event can comfortably handle three races by starting on the first, fourth, and seventh tees. Because only nine holes are used, the rest of the course can still be open for others to play. Prizes are awarded for the first three places, much like a horse race. Thus, any contestant who survives the seventh hole is assured of at least third place.

College Team Format

Establish 10 player teams from each club. Number of teams will be determined by the host club player limit (e.g., 60 player limit = 6 club teams). Team score = 2 best gross scores + 3 best net scores. Payout - 1st place = 60% of prize pool and 2nd place = 40% of prize pool.

=====

The USGA recommends a number golfing formats. To review them, open the URL links below.

Section 9-4 of "The USGA Handicap System™" manual covers various formats of play and their Handicap Allowances.

<http://www.usga.org/content/usga/home-page/Handicapping/handicap-manual.html#!rule-14387>

A nine-page booklet titled "Tournaments for your Club" that is sold online:

<https://www.usgapublications.com/collections/championships/products/tournaments-for-your-club?variant=25702098118>