

General Information

- The PHGA Scoring system will determine the flights based on the number of players
- Game format is assigned to each day by the scoring administrator or games will be selected by the scoring system based upon the number of players
- If Phantom players are needed the scores of 1 or 2 players will be randomly selected by the scoring system to create equal teams
- The Team and Skin payout will be used as the primary category to be reduced, if needed, to even up the total payout
- Any odd payout amount left over after all calculations will be awarded to the total gross winner
- Flights will be divided equally based on INDEX, not on handicap. If an odd number of players, the middle player will assigned to the A flight if closer to the last A flight player or to the B flight if closer to the first B flight player. (Due to the GEM program we will use index instead of handicap for flighting)

Pot Game at All PHGA Events

Pot Game Net

- All four players record gross scores on the score card
- The scoring system will calculate each player's net score for each hole
- Within each flight winners of lowest total for the following
 - Lowest net score for the front nine
 - Lowest net score for the back nine
 - Lowest net score for all 18 holes
- Within each flight a skins game will run using net scores

Sample scoring

*** A-FLIGHT WINNERS ***										
	Fit	F9 15%	B9 15%	18 20%	SK 50%	0-M 0%	0-M 0%	Total	Left	Dist
ESCHBACH, ROBERT	A	\$18.00		\$24.00	\$30.00			\$72.00		\$72.00
FELDMILLER, SCOTT	A		\$18.00					\$18.00		\$18.00
GREEN, RICK	A				\$15.00			\$15.00		\$15.00
HENNEMAN, DAVE	A				\$15.00			\$15.00		\$15.00
*** B-FLIGHT WINNERS ***										
	Fit	F9 15%	B9 15%	18 20%	SK 50%	0-M 0%	0-M 0%	Total	Left	Dist
GARA, PATRICK	B		\$5.75	\$23.00	\$9.58			\$38.33	\$0.33	\$38.00
FIECK, JIM	B	\$17.25			\$19.16			\$36.41	\$0.41	\$36.00
ETZEL, MARK	B				\$19.16			\$19.16	\$0.16	\$19.00
HALL, FRED	B				\$9.58			\$9.58	\$0.58	\$9.00
CARAVELLO, TOM	B		\$5.75					\$5.75	\$0.75	\$5.00
WALOCHA, MIKE	B		\$5.75					\$5.75	\$0.75	\$5.00

Thursday/Saturday/Sunday Games

Wheel Description

As part of team scoring the scoring system will match each player in a tee group with other players in the same tee group to create teams. This process is called the Wheel method.

- A Tee Group contains four players, A, B, C, D
- If there are less than four players, then there are fewer teams created from the tee group
- Two Man Teams. There will be six two-man teams from this tee group
 - Player A with Player B
 - Player A with Player C
 - Player A with Player D
 - Player B with Player C
 - Player B with Player D
 - Player C with Player D

Team 2-Man Team Point Game

- Two-man teams created by the system using the wheel (See Wheel Description)
- All four players record gross scores on the score card
- Performing a two-step process, the scoring system will use the hole by hole gross score then add the player's handicap to each hole to produce a point value
 - Step 1 – allocate points for each hole based on GROSS score
 - Quad bogey or greater -2
 - Triple bogey -1
 - Double Bogey 0
 - Bogey +1
 - Par +2
 - Birdie +3
 - Eagle +8
 - Double Eagle +16
 - Step 2 – add hole handicap to hole point for the player from step 1
- The collective best two points are totaled, the total points are recorded for the hole

Sample scoring

#1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Total	C #	Player
Team c7-w1 Totals	4	5	4	3	5	11	4	5	3	4	1	2	5	6	4	3	6	3	78*		
5/8																					
CARLINS, STEVE	2	3	2	2	2	9	2	3	1	2	0	2	2	3	2	1	3	2	43	7	CARLINS, STEVE
CHECK, GARY	2	2	2	1	3	2	2	2	2	2	1	0	3	3	2	2	3	1	35	7	CHECK, GARY

Team 2-Man Team Best Ball (1 ball)

- Two-man teams created by the system using the wheel (See Wheel Description)
- All four players record gross scores on the score card
- The scoring system will select the best net score on each hole and record one net score for the team score on the hole
- The collective best score is totaled as the lowest total score

Sample scoring

#1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Total	C #	Player
Team c12-w5 Totals	3	4	5	2	3	4	2	4	2	4	4	5	3	4	4	3	3	4	63*		
5/22																					
HALL, BRENT	6	4	7	2	3	6	4	4	2	6	8	5	3	5	4	5	5	4	83	12	HALL, BRENT
PETRUSO, RICHARD	3	4	5	4	3	4	2	4	5	4	4	5	4	4	5	3	3	4	70	12	PETRUSO, RICHARD

Team 2-Man Team Total Net

- Two-man teams created by the system using the wheel (See Wheel Description)
- All four players record gross scores on the score card
- The scoring system will add the two net scores on each hole and record net score for the team score on the hole
- The collective best score is totaled as the lowest total score

Sample scoring

#1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Total	C #	Player
Team c5-w2 Totals	8	5	11	8	6	9	4	6	8	9	10	9	6	8	10	8	6	10	141*		
4/24																					
BYRNE, TIMOTHY	4	2	5	5	2	3	2	3	3	4	5	5	4	4	6	3	2	5	67	5	BYRNE, TIMOTHY
WALOCHA, CHRIS	4	3	6	3	4	6	2	3	5	5	5	4	2	4	4	5	4	5	74	5	WALOCHA, CHRIS

Individual Point Game

- All four players record gross scores on the score card
- Performing a two-step process, the scoring system will use the hole by hole gross score then add the player's handicap to each hole to produce a point value
 - Step 1 – allocate points for each hole based on gross score
 - Quad bogey or greater -2
 - Triple bogey -1
 - Double Bogey 0
 - Bogey +1
 - Par +2
 - Birdie +3
 - Eagle +8
 - Double Eagle +16
 - Step 2 – add hole handicap to hole point for the player from step 1
- The points are totaled, the total points are recorded for the hole

Sample scoring

A-FLIGHT POINTS SCORES 15 Players from Index 4.9 to 13.4																					
Player \ Hole	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Tot		
FELDMILLER, S (243)	2	3	2	3*	3	2	3	2	2	2	1	4	2	2	3	3	1	2	42*		
NAGLE, B (367)	2	2	3	2	2	3	3	1	1	3	3	2	2	1	3	3	2	3	41		
BRUNKS, G (161)	3	2	2	1	2	2	2	1	3	2	2	1	2	3	2	3	2	1	36		
KENNELLY, M (127)	0	3	2	2	2	0	2	3	3	2	2	2	2	2	1	2	2	3	35		
JESSOGNE-JASON, J (292)	1	2	0	1	2	2	0	2	2	2	3	2	2	2	3	4*	2	3	35		
CHASE, T (172)	3	3	1	2	2	0	1	1	4	3	2	2	0	2	2	2	1	4*	35		

Individual Stapleford Game

- All four players record gross scores on the score card
- Points awarded on a hole-by-hole basis using net hole scores
 - Double bogey or greater -2
 - Bogey -1
 - Par 0
 - Birdie +2
 - Eagle +5
 - Double Eagle +8
- The points are totaled, the total points are recorded for the hole

Sample scoring

A-FLIGHT STABLE SCORES 15 Players from Index 4.6 to 15.4																				
Player \ Hole	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Tot	
EMERICH, K (229)	-1	2	0	0	2	0	-1	-1	0	2	0	0	-1	-1	0	2	0	2	5*	
BRUNKS, G (161)	-1	0	0	0	0	0	-1	-1	2	2	0	2	-2	0	0	0	0	2	3	
FELDMILLER, S (243)	-1	-1	2	0	-1	-1	-1	-1	-1	0	0	2	0	2	2	0	2*	0	3	
MUNCH, B (355)	0	-1	0	0	0	0	0	0	0	0	-1	2	0	-1	2	2	-1	-1	1	
HENNEMAN, D (275)	-1	2	-1	0	-1	-1	0	-1	2	5*	-1	-1	-1	0	0	0	0	0	1	

Holiday/Travel Event Games

Team 4-Man Team Best Ball (2 balls)

- Four-man teams are randomly created by the scoring system by selecting players from handicap (index) groups broken down by low, mid and high handicaps (index).
- All four players record gross scores on the score card
- The scoring system will select the best two net scores on each hole and record those two net scores for the team score on the hole
- The collective best two scores are totaled and the lowest total score

Sample scoring

#1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Total	C #	Player
Team c9-w1 Totals	6	8	9	4	6	10	6	8	7	6	7	8	5	6	7	6	5	6	120*		
5/31																					
DOHERTY, BOB	4	4	6	3	3	5	3	6	5	3	5	3	2	3	4	3	4	3	69	9	DOHERTY, BOB
FELDMILLER, SCOTT	3	4	5	3	4	5	3	5	4	3	4	7	3	6	3	4	2	3	71	9	FELDMILLER, SCOTT
KOZLICKI (M), LARRY	3	4	5	2	4	6	3	4	7	3	4	5	3	5	5	3	3	5	74	9	KOZLICKI (M), LARRY
SPILA, HARRY	3	4	4	2	3	5	4	4	3	5	3	8	3	3	6	4	4	5	73	9	SPILA, HARRY

Team 4-Man Team Best Ball (3 balls)

- Four-man teams are randomly created by the scoring system by selecting players from handicap (index) groups broken down by low, mid and high handicaps (index).
- All four players record gross scores on the score card
- The scoring system will select the best three net scores on each hole and record those three net scores for the team score on the hole
- The collective best three scores are totaled and the lowest total score

Sample scoring

#1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Total	C #	Player
Team c10-w1 Totals	12	10	16	8	8	13	8	14	14	9	13	14	7	11	15	8	8	9	197*		
7/5																					
CIBOROWSKI, TOM	4	3	5	3	3	4	3	5	5	3	4	5	4	5	6	3	4	5	74	10	CIBOROWSKI, TOM
DOHERTY, BOB	3	5	5	2	4	4	2	5	7	3	6	5	3	3	6	3	3	3	72	10	DOHERTY, BOB
MATTUCK, KEN	5	4	6	3	3	6	3	5	5	3	4	7	2	4	4	2	2	3	71	10	MATTUCK, KEN
SCHORSCH, ERIC	5	3	6	4	2	5	4	4	4	3	5	4	2	4	5	6	3	3	72	10	SCHORSCH, ERIC

Team 4-Man Team Best Ball (4 balls)

- Four-man teams are randomly created by the scoring system by selecting players from handicap (index) groups broken down by low, mid and high handicaps (index).
- All four players record gross scores on the score card
- The scoring system will total the net scores on each hole and record those four net scores for the team score on the hole
- The collective best four scores are totaled and the lowest total score

Sample scoring

#1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Total	C #	Player
Team c4-w1 Totals	13	14	20	11	14	19	13	13	15	13	17	21	12	15	18	12	13	15	268*		
9/6																					
GILLETTE, STEVE	2	4	6	3	4	4	4	3	4	3	4	6	2	3	4	3	4	4	67	4	GILLETTE, STEVE
JAUCH, LARRY	5	4	4	2	4	4	2	2	4	3	4	4	4	4	4	4	2	4	64	4	JAUCH, LARRY
JESSOGNE-JASON, JASON	2	4	5	3	4	5	4	4	4	3	4	5	3	4	5	3	4	3	69	4	JESSOGNE-JASON, JASON
LAMOTTE, DUANE	4	2	5	3	2	6	3	4	3	4	5	6	3	4	5	2	3	4	68	4	LAMOTTE, DUANE

Thursday/Pre and Post Season Pot Game – Event Payout Scheme

This applies to all pre-season, post-season and in-season Thursday Pot Games

8 to 11 players Single Flight No Team Game

- Front 9 20%
- Back 9 20%
- Total 18 30%
- Skins 30%

12 to 14 players Single Flight No Team Game

- Front 9 15%
- Back 9 15%
- Total 18 30%
- Skins 40%

15 to 16 players Single Flight 2-Man Team Game

- Front 9 15%
- Back 9 15%
- Total 18 20%
- Skins 30%
- 2-Man Team 20%

17 to 24 players A/B Flight 1 Team Game (see How Team Games are Determined)

- Front 9 10%
- Back 9 10%
- Total 18 15%
- Skins 35%
- Team 30%

25 players & up = A/B Flights and Two Team Games A/B Flight 2 Team Games (see How Team Games are Determined)

- Front 9 10%
- Back 9 10%
- Total 18 15%
- Skins 30%
- 2 Man Team 10%
- 3/4 Team 25%

Saturday/Sunday Pot Game – Event Payout Scheme

This applies to all in-season Saturday and Sunday. Percentages are applied to each flight individually.

Pot Game

- Front 9 15%
- Back 9 15%
- Total 18 20%
- Skins 50%

Event

- 1st 50%
- 2nd 30%
- 3rd 20%

How Team Games are Determined by Scoring System

This applies when the Scoring system is allowed to select the team game. This applies to all pre-season, post-season and in-season Thursday Games. Teams are created by randomly choosing from the playing members.

Up to 14 players No Team Game

15 to 16 players 2-Man Team only. (if 15 players, 1 gets a phantom)

17 to 24 players

- 17 players = 3-Man Team Game (1 team gets a phantom)
- 18 players = 3-Man Team Game
- 19 players = 4-Man Team Game (1 team gets a phantom)
- 20 players = 4-Man Team Game
- 21 players = 3-Man Team Game
- 22 players = 4-Man Team Game (2 teams get a phantom)
- 23 players = 4 Man Team Game (1 team gets a phantom)
- 24 Players = 4 Man Team Game

25 players & up

- A 2-Man Team Game plus a 3 or 4 man team game depending # of players:
 - 25 players = 3-Man Team Game (2 team get a phantom)
 - 26 players = 3-Man Team Game (1 team gets a phantom)
 - 27 players = 4-Man Team Game (1 team gets a phantom)
 - 28 players = 4-Man Team Game
 - 29 players = 3-Man Team Game (1 team gets a phantom)
 - 30 players = 3-Man Team Game
- Etc....