

MOGA TOURNAMENT RULES

as of 1 Nov 2012

| Game | Description | Rules for Missing Player | Score Posted |
|---|--|--|--------------|
| Individual Low Net by Flights (individual) | Players play their own ball and score both gross and net scores per hole. Lowest net is the winner. | None | YES |
| Individual Stableford by Flights (individual) | Players are awarded 8 points for each net double eagle, 5 points for each net eagle, 3 points for each net birdie scored, 1 point for each net par and -1 points for any score bogie or worse. Played under full handicap. | None | YES |
| Match Play (two players) | Players compete on each hole. The player with the lowest net score on a hole is said to win that hole. The player that has won more holes than holes left is the winner. | Single players are automatically winners. | No |
| Skins Game (foursome) | A player receives a skin if he has the lowest net score on a hole. If two or more players tie, the skin is carried over to the next hole. The player(s) that did not tie are also eligible to play for the carry over skins. Payouts will be determined by number of skins awarded. If sufficient skins are left over after the round of golf, the payout will be evenly divided over all players. Can be played within the foursome or by flight. | None | NO |
| Team Chapman (two two man teams) | Each two man teams play CHAPMAN. Can be played as a match play or total low net score per flight. | Single player hits two drives and two second shots and then finishes the hole. | NO |
| Team Match Play (2 man teams) | Teams compete on each hole. The team with the lowest net on the hole is said to win that hole. The team that has won more holes than holes left are the winners. | Single players hit their own ball, his partner hits a net par on each hole. | NO |