

# Thursday Golf Group Scoring and Play

We play two games: an individual game and a team game. Currently, each golfer contributes \$3 at the beginning of the round. \$2 goes for the individual game and \$1 for the team game. Depending upon the number of golfers, up to six players may win in the individual game. Prizes are distributed based on the number of players (see the chart below) Unless we have ties, one foursome will win the team game. The team splits the pot collected for the team game.

| Payout Table |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |  |  |  |
|--------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|--|--|--|
| Players      | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 |  |  |  |
| Pool         | 8  | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 | 28 | 30 | 32 | 34 | 36 | 38 | 40 | 42 | 44 | 46 | 48 | 50 | 52 | 54 | 56 | 58 | 60 | 62 | 64 | 66 |  |  |  |
| 1st          | 6  | 6  | 6  | 8  | 8  | 8  | 8  | 10 | 10 | 10 | 10 | 10 | 12 | 12 | 12 | 12 | 12 | 14 | 14 | 14 | 14 | 14 | 14 | 16 | 16 | 16 | 16 | 16 | 16 | 16 |  |  |  |
| 2nd          | 2  | 4  | 4  | 4  | 6  | 6  | 6  | 6  | 8  | 8  | 8  | 8  | 8  | 10 | 10 | 10 | 10 | 10 | 10 | 12 | 12 | 12 | 12 | 12 | 12 | 14 | 14 | 14 | 14 | 14 |  |  |  |
| 3rd          |    |    | 2  | 2  | 2  | 4  | 4  | 4  | 4  | 6  | 6  | 6  | 6  | 6  | 8  | 8  | 8  | 8  | 8  | 8  | 10 | 10 | 10 | 10 | 10 | 10 | 12 | 12 | 12 | 12 |  |  |  |
| 4th          |    |    |    |    |    | 2  | 2  | 2  | 2  | 4  | 4  | 4  | 4  | 4  | 6  | 6  | 6  | 6  | 6  | 6  | 8  | 8  | 8  | 8  | 8  | 8  | 10 | 10 | 10 | 10 |  |  |  |
| 5th          |    |    |    |    |    |    |    |    |    | 2  | 2  | 2  | 2  | 2  | 4  | 4  | 4  | 4  | 4  | 4  | 4  | 6  | 6  | 6  | 6  | 6  | 6  | 8  | 8  | 8  |  |  |  |
| 6th          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 2  | 2  | 2  | 2  | 2  | 2  | 2  | 4  | 4  | 4  | 4  | 4  | 4  | 6  |  |  |  |
| Team         | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 |  |  |  |
| Total        | 12 | 15 | 18 | 21 | 24 | 27 | 30 | 33 | 36 | 39 | 42 | 45 | 48 | 51 | 54 | 57 | 60 | 63 | 66 | 69 | 72 | 75 | 78 | 81 | 84 | 87 | 90 | 93 | 96 | 99 |  |  |  |

## Scoring a Round

Our golf group uses a modified Stableford scoring system to determine the score for a round. Each hole is scored as follows:

- 0 pts for a double-bogey or above (see note below)
- 1 pts for a bogie
- 2 pts for a par
- 3 pts for a birdie
- 5 pts for an eagle

All 18 scores are totaled giving the raw score for the round. The sum is then compared to the target<sup>1</sup> score to determine the final score for the round.

For example:

Player A scored 24 points and his target was 22 points for a final score of plus 2.

Player B scored 16 points and his target was 12 points for a final score of plus 4.

Player C scored 29 points and his target was 29 points for a final score of even.

Player D scored 18 points and his target was 20 points for a final score of minus 2.

The winner is player B with the highest final score.

<sup>1</sup> We use the term target score instead of the term handicap to avoid confusion with the USGA handicap that is calculated and used in an entirely different manner.

Note: In the interest of rapid play, any player who fails to make a bogey picks up his ball and scores a zero on the hole.

## Calculating the Target Score

We use a last-five-score rolling truncated average.

Divide the sum of the last five raw scores by 5 and lop off the decimal.

For example:

The player's last five scores are 20, 21, 20, 22, and 23. The sum is 106. Dividing by 5 results in 21.2. So getting rid of the decimal, the player's target score is 21.

If a player has less than five scores, add them all up, divide by the number of scores and lop off the decimal.

If a player has no scores (new or guest player), we automatically give the player an even<sup>2</sup> for their first round. That way a player can be "in the money" even though he doesn't have a target score, yet. His new target score is the raw score he had in his first round.

## Team Games

Orange Ball. This is the first team game we ever played. Each team is given an orange<sup>3</sup> ball at the beginning of the round. Each player in each foursome plays the orange ball. They play in rotation, Player A on the first hole, Player B on the second, Player C on the third, and Player D on the fourth. Continue the rotation with Player A on the fifth. At the end of each hole, count the score on the orange ball. Total the scores on the orange ball at the end of the round. Lowest team score wins. If a team loses the orange ball, it is disqualified from the team game. Whoever is playing the orange ball does not pick up after failing to make a bogey; instead, he plays until the orange ball is holed.

Best Ball. The lowest score on each hole is counted. The lowest team score wins. (Variations of this are two best balls, three best balls, best and worst balls, and any other combination you can think of).

Cha-Cha-Cha. Count the best ball on hole one. Count the best two balls on hole two. Count the best three balls on hole three. Count the best ball on hole four, best two on hole five, best three on hole six, etc.

The above team games are best played when the teams are well balanced, that is when the total target scores for the team are nearly equal. The various games of plus/minus, below, are fairer for unbalanced teams and when you have threesomes mixed with foursomes.

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<sup>2</sup> Even is the same result as if the player's raw score equalled his target score. See Player C above in the example in the Scoring a Round section.

<sup>3</sup> Actually, any color will do.

Plus/Minus. At the end of the round, total the net scores of all the team members. The team with the highest score wins. From the example above, player A was +2, player B was +4, player C was even (or 0), and player D was -2. Adding up +2, +4, 0, and -2 gives the team a +2.

Plus/Minus Variations. They are best two plus/minus, best three plus/minus, best and worst plus/minus, and any other combination you can think of.

## **Alternate Target Score Calculations**

If you have a large group, calculating the last-five-score rolling truncated average can be tedious unless you have a program that will do that for you. Here are two alternate methods we have used. Neither require much math to compute.

A new or guest player is treated the same as with the rolling average method. That is, the new player automatically scores even (or zero) for his first round net score. The next time he plays, his target score is whatever he scored on his first round.

To calculate the new target score, compare the raw score for the round with the target score for the round. For each 2 point variance between the two, adjust the target score 1 point in the direction of the raw score. For example, Player A has a target of 16 and shoots a 21. He is 5 points over his target, so his new target is 18 (ignore any fractions of points).<sup>4</sup>

Another method is calculate raw scores that are higher than the target the same way (1 for 2), but require a difference of 3 to pull the target down. So if a player scored 3 below, reduce the target by 1, 6 below reduce the target by 2, etc. This method tends to mitigate the advantage that inconsistent golfers have using the 1 for 2 strategy for both better and worse scores than the target.

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<sup>4</sup> This system tends to favor golfers who are wildly inconsistent. They have a really bad day and their target falls drastically. The next week they play really well and win the money.