|  | Ted Rogers (3,2,1) | Gruesomes | Four Ball Better Ball Aggregate | Multiplier Stableford |
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| Format: | Played with all 3 ball teams, all 4 ball teams or a mixture of 3 and 4 ball teams. | Played in teams of two. Both players tee off and the opponents decide which of the two drives to use for the remainder of the hole. <br> For example: If Player A's drive is selected then Player B must play the next shot with that ball. Player A then plays the next shot with that ball and players alternate until the ball is holed. <br> Penalty shots and taking 'relief' do not affect the order of play. | Played in teams of two. | Played in teams of two. |
| Playing Handicap: | 95\% of Course Handicap for the appropriate tee | $60 \%$ of the lower Course Handicap for the appropriate tee plus $40 \%$ of the higher Course Handicap for the appropriate tee | 85\% of the Course Handicap for the appropriate tee | $85 \%$ of Course Handicap for the appropriate tee |
| Scoring: | On hole one - the best 3 stableford scores count. On hole two - the best 2 stableford scores count. On hole three - the best stableford score counts. <br> When a mixture of 3 and 4 ball teams play -7 points will be added to the 3 ball team scores. | The team stableford score will count on each hole. | On each hole the individual stableford scores for the two-man team are added to get the team score. For example: Player A gets 3 points and player B gets 2 points, team score is $3+2=$ 5 points. | On each hole the individual stableford scores for the two-man team are multiplied to get the team score. For example: Player A gets 3 points and player B gets 2 points, team score is $3 \times 2=6$ points. If a player scores 0 on a hole, the team score will be zero (anything times zero is zero) |

