

MiClub Competition Types and Scoring Methods Ver30

Competition Type	Method of Scoring	Card/Score Entry Method
Stableford	2 points for playing to handicap per hole; 1 points for having 1 point over handicap per hole; wipe for having more than 1 shot over handicap per hole; 3 points for playing 1 better than handicap, per hole and so forth – 4 points, etc. Add up all points for the day (Handicap Winner)	Each player receives a scorecard. Hole by hole data is required to determine the count back ranking otherwise nett score entry is allowed.
Par	Square for playing to handicap per hole; (+) for playing better than handicap per hole; (-) for playing worse than handicap per hole; Add up all +'s and –'s for each hole to come up with a total (Handicap Winner)	Each player receives a scorecard. Hole by hole data is required to determine the count back ranking otherwise nett score entry is allowed.
Two ball Stableford 2BBB Or Four-ball Stabledord 4BBB	Choose the best score of the two person team: 2 points for playing to handicap per hole; 1 points for having 1 point over handicap per hole; wipe for having more than 1 shot over handicap per hole; 3 points for playing 1 better than handicap, per hole and so forth – 4 points, etc. Add up all points for the day (Handicap Winner)	Autoscore: Each player must scan their own card for the system to determine the bets score between the two players or if only one card is used between the two players then only a Nett score is entered vie either player. (Click here for updated Handicapping guide for Fourballs and how they can be run)
Gross	Count all shots per hole. Event winner does not subtract handicap	Each player receives a scorecard hole by hole data is required to determine the count back ranking.
Nett/Stroke	Count all shots per hole – take off handicap to calculate score	Each player receives a scorecard. Hole by hole data is required to determine the count back ranking.
Gross Stableford	Stableford point system but ignoring players handicaps	

Ambrose	<p>Can be played as 2 person, 3 person, or 4 person team event. If it is a 4 person team event and only 3 players are in the group, the 3 player rule applies to this team. Handicap calculation for 2 person ambrose: - 1/4 combined Handicap Handicap calculation for 3 person ambrose: - 1/6 combined Handicap Handicap calculation for 4 person ambrose: - 1/8 combined Handicap</p>	<p>Autoscore: Only one card is used between the team and only one card is scanned. All players must have a Hcap value associated with their booking and booked into the one row together. Also ensure the course selected is a mixed course setup in the comp details. Nett score entry is allowed but is only required against one of the players.</p>
Gross Par	Par points system but based on ignoring players handicap	Each Player has their own card
Four-ball Gross Par	Par points system in fourball format but based on ignoring players handicaps.	See Four-ball Stableford explanation
Four-ball Gross Stableford	Fourball Stableford format but points based on scratch handicaps.	See Four-ball Stableford explanation
4BBB Par Four-Ball Par	<p>Like the Two person Stableford, the best team score to be taken per hole:</p> <p>Square for playing to handicap per hole; (+) for playing better than handicap per hole; (-) for playing worse than handicap per hole;</p> <p>Add up all +'s and -'s for each hole to come up with a total (Handicap Winner)</p>	<p>Same as Four-ball Stableford. (click here for details)</p>

Foursomes	<p>Two player team comp where 1/2 combined handicap. All strokes counted. Both players tee off, then choose the best shot. They then play alternate shots until the hole is complete. Count all shots – scratch score, take off calculated handicap for nett score.</p>	<p>Autoscore: One card is used and only one card is scanned to determine the nett score. Both players must have handicaps and be paired up on the timesheet correctly.</p>
Canadian Foursomes	<p>3/8 combined handicap. All strokes counted. Both players tee off, then choose the best shot. They then play alternate shots until the hole is complete. Count all shots – scratch score, take off calculated handicap for</p>	<p>Autoscore: One card is used and only one card is scanned to determine the nett score. Both players must have handicaps and be paired up on the timesheet.</p>

	nett score.	
Two stroke Canadian Foursomes	As per Canadian foursomes, however each player plays two shots before deciding on which ball to use.	Autoscore: One card is used and only one card is scanned to determine the nett score. Both players must have handicaps and be paired up on the timesheet.
Canadian Foursomes Stableford (Gross)	Based on scratch handicaps	One card is used for the pair
Two Stroke Canadian Foursomes (Gross)	Based on scratch handicaps	One card is used for the pair
Canadian Foursomes (Gross)	Based on scratch handicaps	One card is used for the pair
Stroke Team Nett	Four or three player team event in which the best nett scores per hole from the team are added together.	Each Player has their own card and is filled out completely. Each card is scanned and the system will work out the best score per hole out of the group.
4 Ball Team Stableford	Takes the best stableford point score on each hole out of the team of 3 or 4 players.	Each Player has their own card and is filled out completely. Each card is scanned and the system will work out the best score per hole out of the group.
4 Ball Team Par	Takes the best Par point score on each hole out of the team of 3 or 4 players.	Each Player has their own card and is filled out completely. Each card is scanned and the system will work out the best score per hole out of the group.
Ambrose 2 Player Foursomes Stableford (Gross)	Two team game playing off a handicap that is ¼ of the combined Foursomes based on Stableford points off scratch handicaps	One card is used for the pair
		One card is used for the pair

American Foursomes	Two player team event: 3/8's combined handicap. All strokes are counted. Each player Tees off, then hits the other players ball, then decides on which ball to use to finish the hole with alternate shots	Autoscore: One card is used and only one card is scanned to determine the nett score. Both players must have handicaps and be paired up on the timesheet.
Four-ball Aggregate Stableford (2 players)	Two Player group event. Each person scores their own stableford points on each hole, and all scores are added together to get a final stableford score for each hole.	Autoscore: Each player can have their own card and can scan each card for the system to add each score for each hole or one card can be used and a manual Nett score entry is allowed as well.
Irish Team Stableford	The best TWO scores out of the team of four/three or two players.	Autoscore: Each player can have their own card and can scan each card for the system to determine the best score for each hole or one card can be used and a manual Nett score entry is done instead.
Irish Team Stableford (Best 3)	The best THREE scores out of the team of four or three players.	Autoscore: Each player can have their own card and can scan each card for the system to determine the best score for each hole or one card can be used and a manual Nett score entry is done instead.
3BBB Stableford or 3 Ball Team Stableford	Choose the best score of the three person team: in stableford format points. Similar to 2BBB	Autoscore: Each player can have their own card and can scan each card for the system to determine the best score for each hole or one card can be used and a manual Nett score entry is done instead.
3BBB Par or 3 Ball Team Par	Choose the best score of the three person team: in par format points.	As above
Irish 4BBB Stableford	Selects the best score (in stableford points) for holes 1-6, best 2 scores 7-12, best 3 scores for holes 13 – 18	Each player requires their own scorecard and each card can then be scanned or manual Nett score entry.
Split 6's	Many methods are available but the method MiClub use is a Two players team event. Each player uses their own handicap to score each hole. Method : Best score for holes 1-6, aggregate scores for holes 7-12 and then multiplied scores for holes 13-18.	

Multiplier Stableford	Usually played in a 2 person team only. Each hole the teams stableford scores is calculated by multiplying them together. For example, both players scores 2 points, the teams total score is $2 \times 2 = 4$. If one player wipes the hole, and the other player has 2 points, then the teams total score is $0 \times 2 = 0$.	
Four-ball Aggregate Par (3/4 player)	This can be played in teams of 3 and/or 4. If it is a 4 person team event or 3 players are in a group, then they follow the same rules. Each person scores their own par score for each hole. All scores are then added together to get a final par score for each hole.	Each players GAS card is entered.
Four-ball Stableford Round Aggregate (3/4 player)	This can be played in teams of 3 and/or 4. If it is a 4 person team event or 3 players are in a group, then they follow the same rules. Each person scores their own stableford score for each hole. All scores are then added together to get a final stableford score from each player.	Each players GAS card is entered. Player 1 = 36 Player 2 = 37 Player 3 = 26 Total = $36 + 37 + 38 = 137$ Player 4 = 38
Four-ball Stableford Round Aggregate (best 3)	This can be played in teams of 3 and/or 4. If it is a 4 person team event or 3 players are in a group, then they follow the same rules. Each person scores their own stableford score for each hole. All scores are then added together to add the best three round total stableford scores from all players.	Player 1 = 36 Player 2 = 37 Player 3 = 26 Total = $36 + 37 + 38 = 111$ Player 4 = 38
Eclectic	Best gross score for a hole over a pre-determined date range.	Automatically updates players score on a hole if it is better than already exists. The comp must be enabled to update the specific eclectic comp on each event.
Custom (1/2/3/4) Increasing	Used for non standard comps which are not support by MiClub. A nett score is entered for one player in the group and the rank order will be in increasing number order like stableford.	Nett scores are entered manually only for the whole team is only required.
Custom (1/2/3/4) Decreasing	Used for non standard comps which are not support by MiClub. A nett score is entered for one player in the group and the rank order will be in decreasing number order like stroke.	Nett scores are entered manually only and one score for the whole team is only required.
Pro-Stroke	Gross/Scratch event - PGA type leaderboard in which the scores	Call MiClub to enable

	displayed are total shots over or under par.	
4BBB Stroke Nett	Two player groups taking the best nett score between each player on each hole.	(click here for details)
4BBB Stroke Gross	Two player group taking the best gross score between each player on each hole.	(click here for details)
Foursomes Stableford	Two player team comp where ½ combined handicap. All strokes counted towards a total stableford points. Both players tee off, then choose the best shot. They then play alternate shots until the hole is complete. Points allocated by hole by hole based on index and shots per hole.	Autoscore: One card is used and only one card is scanned to determine the nett score. Both players must have handicaps and be paired up on the timesheet.
Canadian Stableford Foursomes	3/8 combined handicap. All strokes counted. Both players tee off, then choose the best shot. They then play alternate shots until the hole is complete. Based on Stableford points per hole total. Points allocated by hole by hole based on index and shots per hole based on 3/8 combined hcap.	Autoscore: One card is used and only one card is scanned to determine the nett score. Both players must have handicaps and be paired up on the timesheet.
Four Ball Handicapping	Used to check leaderboard to identify which players will be handicapped in a Fourball competition	This is not used to setup a comp but only as a reference from the admin leaderboard.

Notes:

Swingers: For group events in which Swingers are allowed, the player with the lowest handicap should be swapped to the first cell of the row. This will then automatically place him/her as the swinger with the player in Cell 3 of the row. If a swinger is not required then swap the player in cell 3 to cell 4 to deactivate this grouping.

Grouping of Players:

For paired events Cell 1 & 2 and 3 & 4 of the booking row will make up the pairs.

Please Note: “show Great scores” on the club leaderboard should be turned off for group team events so that eagles/holes in one are not shown as it will be displayed for each player instead of the individual who got the great score.

FourBall Handicapping and Setup [\(click here for details\)](#)