

Tournaments

The Association sponsors several types of tournaments throughout the year in the interest of providing varied competitions to all of our members. Listed below are several tournament formats used by the Association for its Special, Weekend and Weekday Tournaments.

Best Ball Tournament: Best ball can be played using 2 or 4 person teams. Each player plays his own golf ball during the round, and on each hole the low score, or "best ball" of the group serves as the team score. So, if player A gets a 5, B a 4, C a 6 and D a 6; the team score for that hole is 4, because the low score of the group was B's 4. Best ball is usually played as stroke play. When using 4-person teams, it's best to apply handicaps so that the weaker players will be able to contribute.

A 2-person best ball match play competition is also known as Four Ball. "Best ball" can also refer to a competition in which a single player plays match play against a 2 or 3 person team playing best ball. Other 4-man team variations involve making the tournament a best two-ball, or best 3-ball for the last 3 holes, or best 2-ball on par 3's or something similar in order to add to the competition.

"Blind Nine" Tournament: In a Blind Nine tournament, only 9 of 18 holes count towards the individual's or a team's final score. The catch is that competitors don't know which 9 holes count until after the round is completed since holes are randomly selected after all players have completed play. Alternatively, organizers may blindly select two par-3s, five par-4s and two par 5s. Blind Nine is usually played with full handicaps, but using three-quarter handicaps or some other fraction can help ease the scoring logjam that is sometimes created by using only 9 holes to score.

Chapman Tournament: In a Chapman, both players on a side tee off; then switch balls. Player A plays Player B's drive and vice-versa. Each player hits a second shot - then select the better of the second shots. From that point until the ball is holed, they play one ball in an alternate shot format. Therefore, the player whose second ball was not chosen plays the third shot (so teams might choose the best ball after two shots based on who will hit the third). Chapman can be played as stroke or match play.

If two teams against each other have 4 players of equal abilities, it can be played scratch; otherwise, use of handicaps is suggested. Handicap allowances for Chapman competitions can be found in the USGA Handicap Manual.

Criers Tournament: Play is generally individual stroke play with handicaps. Each player is allowed to pick their worst 2 holes and changes them to a par.

18 Hole Medal Play: Play is individual stroke play with handicaps, scored with both gross and net totals.

F&T: Only the nine holes whose name begins with the letter F or T are counted: i.e. #1, #3, #4, #5, #10, #12, #13, #14 and #15.

F&T Non: Only the nine holes whose name does not begin with the letter F or T are counted: i.e. #2, #6, #7, #8, #9, #11, #16, #17 and #18.

Flags Tournament: Golfers begin with an allotment of strokes; then play until their strokes run out. Each competitor is given a small flag to stick in the ground at the point of their final shot. The golfer who stakes his flag the farthest around the course is the winner.

Example: Your allotment is 85 strokes. You play until you hit your 85th shot, which, say, comes on the 16th fairway. That's where you plant your flag. If no other player's flag is planted beyond yours - say, on the 16th green or 18th Tee - you are the winner. Flags can be played using full or partial handicaps to determine stroke allotments. For example, a player with a handicap of 21 receives 93 strokes on a par-72 course if full handicaps are used.

Using full handicaps often means several will complete 18 holes with strokes left - those golfers could go back to #1 and keep playing - or stop after 18 and the golfer with the most strokes remaining is the winner. Using partial handicaps such as two-thirds, usually means players will use up their strokes before completing 18 holes. If players are tied such as a number of players make it to the 17th green or 18th fairway - closest to the pin wins.

Lone Ranger: Team of 4 players. The score of the Lone Ranger and the lowest score of the other 3 players are added together for the score for that hole. The Lone Ranger rotates this way: A player: Holes 1,5,9,13 & 17. B player: Holes 2,6,10,14 & 18. C player: Holes 3,7,11 & 15. D player: Holes 4,8,12 & 16

Nassau: "Nassau" is a competition where an individual, 2 or 4-man teams play three mini-competitions within 18 holes of golf. Best front 9, best back 9 and best overall and can be match or stroke play. Unless teams are evenly matched, handicaps are generally involved and strokes are usually given.

Odd/Even Tournament: After everyone has teed off, either Odd or Even is selected and only those 9 holes are counted., i.e. #1, 3, 5 etc. or #2, 4,6 etc.

Quota Point Tournament: Quota Point Tournaments are generally Chicago Tournaments with the starting point of 36 minus the player's handicap being the only real difference.

(1) Scramble or Florida Tournament: Scrambles are usually played with 4-person teams, but 2-person scrambles are also possible. Handicaps are usually applied for 2-person scrambles and not for a 4-person scramble unless it is an Ambrose-style scramble.

In a scramble, each player tees off on each hole. The best tee shot is selected and all players play their second shots from that spot. The best 2nd shot is selected, and all play their 3rd shots from that spot, and so on until the ball is holed. When played as a foursome, teams are usually constructed with an A, B, C and D player, with those designations based on handicaps. A scramble might require A and B players to tee off from the back tees and C and D players from the middle tees; or A's from the back, B's and C's from the middle and D's from the front; or all may play from the same set of tees. For Scramble variations, see Texas Scramble and Ambrose Competition. Other scramble tournament variations are:

- A set number of shots must be used by each team member during a round.
- Same player's shot cannot be used twice in a row.
- Every player plays their own ball on all par 3's and records the best score.
- Instead of using the best tee shot, the team uses the shortest drive.

One measure of a good tournament is how many teams were in contention at the end. Teams can quickly be out of a scramble if they score a couple of bogeys or a double bogey. One scoring method to help prevent this is to use a point system. Along with a score, each team will record points based on the following:

Par - one point
Birdie - two points
Eagle - three points
Double Eagle or Hole in One - four points
No points are won or lost for a score of bogey or worst

Therefore if one team scores a triple bogey while another scores a birdie, the team with a triple falls behind by 2 under the point system; under the stroke scoring method they fall behind by 4. Under the point system the team with the most points at the end wins. If there is a tie use total score as the tie breaker.

Shamble Tournament: Shamble Tournaments are usually played with 4-person teams, but 2-person shamble is also possible. Handicaps are usually applied in shambles.

In a shamble, each player tees off on each hole. The best tee shot is selected and all players play their own ball from that point until all balls are holed. The best score of the foursome becomes the team score. Teams are usually constructed with an A, B, C and D player, with those designations based on handicaps. Format variations may involve limiting the number of drives used by each player.

Stableford (Modified): A Modified Stableford competition employs Stableford point award principles - but with a different set of performance points. For example, at the PGA Event, the International, points are awarded on this scale:

Double Eagle: 8 points
Eagle: 5 points
Birdie: 2 points
Par: 0 points
Bogey: -1 point
Double Bogey or Worse: -3 points

A Modified Stableford can have different points for different accomplishments or different points to different players for the same accomplishments. Example: if handicaps are not being used in competition, they can be used to flight players into A, B, C and D. Then points are adjusted so that, as an example, a par gets an A player 0 points, a B player 1 point, a C player 2 points and a D player 3 points.

Team Special 3, 2, 1 Tournament: A 3-2-1 Tournament involves counting the 3 best scores of a 4-man team for all par 3's, the 2 best scores for all par 4's and counting the best score for all par 5's.

Three Clubs & a Putter: Each player is entitled to carry and play a round with only four clubs; one of which has to be putter.

Throw Out A Par 3, Par 4 and Par 5 Tournament: Play is stroke play and can be either individual or team. At the end of the round, each player or team throws out their three worst (highest) scores recorded on one Par 3, Par 4 and one Par 5 hole.

Throw Out Any Three Tournament: An alternative to the above tournament is to Play the tournament as stroke play either as an individual or team, but at the end of the round, each player or team throws out their three worst (highest) scores recorded on any 3 holes, regardless of what par they are.

Penny Pinchers- optional add-on to some tournaments

Count your putts and pay 2 cents per putt into the pool. The player with fewest putts wins the pool