

## TOURNAMENT FORMATS *- SOME SUGGESTIONS -*

The two primary competition formats are:

**Match Play.** A Match Play tournament (think Spring Teams) is a fun format in which you can screw up badly on a few holes and still win! Match play is played at Net, meaning that, if you are a 20 handicap and your opponent is a 25 handicap, you have to give her a shot on each of the 5 hardest holes of the course as determined on the scorecard. You play each hole as a separate match and each hole is worth one point. If you get the same score on a hole (a tie) you both get 1/2 point. You can also concede a hole to your opponent if you decide that there is no chance you can win it. The winner of the match is the first to get 9 1/2 points. In the Oakes tournament if there is a tie at the end of 18 holes you continue play (starting back at the 1st hole) until the tie is broken

**Stroke Play.** A Stroke Play Tournament (think Club Championship) is one where each player plays her own ball. You must play your ball from tee thru green, on every hole. There is no picking up your ball. Each card is scored with your gross (actual) score on each hole and, after the card is totaled at the end, your handicap is deducted to determine your net score for the entire round. The player with the lowest gross score and the player with the lowest net score are the winners.

We also regularly play from among the following “fun” formats, which are generally variations of these two:

**Scramble.** A Scramble can be played with two to four women teams. The team chooses the best shot after everyone hits a stroke. Then, all of the team members shoot the next stroke from that spot. And so on until the ball is in the hole. This is a stroke play event.

**Best Ball** (aka “4-ball”). Played either with one partner or with the whole foursome as a team. Each player plays her own ball from tee thru green. Your team's score on the hole is the one “Best” (lowest) score of the team, recorded Gross and Net. (Gross is the actual score on the hole and Net is the actual score less any strokes that you receive on that hole. Note: The best gross score and the best net score could be from two different players. Also, if you are clearly out of a hole it is OK (in fact it's encouraged) to pick up your ball and let your partner carry you for the hole. There is usually a low gross winner and a low net winner (sometimes more than one net winner)

**Alternate Shot.** (Think Scotch) Two-person teams. The two players alternate hitting shots using the same ball. One player tees off on the odd-numbered holes and her partner tees off on the even numbered ones (regardless of who putt out the hole before). (Players with high handicaps will be paired with players with low handicaps) **Note:** In our popular Scotch Tournament with the men's league, we modify the general rules so that both players tee off and they may choose strategically whose shot to use. Also, pairs are chosen by the player, or by the Tournament Chair.

**Bingo Bango Bongo.** We play this sometimes on weekends. Players can win points on each hole by being (a) the first player in the group to get onto the green, (b) by being closest to the hole once everybody is on the green and (c) for being the first player in the cup. Here, everybody has to play in turn correctly (furthest from the hole goes first).

**Round Robin.** We play this one on weekends too. It's a game for four golfers, two on each team. Players rotate partners after every six holes (best score with least best (worst!) and the two in the middle). Each 6-holes is a separate wager, if one is wagering.

**Nassau.** In a Nassau, there are three tournaments in one: front nine, back nine and 18-hole scores. A Nassau can be with full handicaps, partial or no handicaps. The Nassau was invented at the Nassau New York Country Club in 1900 by John Tappan, perhaps a good putter.

**Yellow Ball.** (or any other color for that matter except white for reasons that will become clear in a second). Teams are composed of 4 players. Each team is given 1 yellow golf ball. Each member is assigned 4 or 5 holes in advance by the tournament chair, and that player plays with the yellow ball for those holes. The yellow ball is passed from golfer to golfer during the round as directed by the chair. The team score for the tournament is the cumulative total of the yellow ball scores.

**Point-Quota.** 4 women teams. Each team member is given a certain number of points to acquire depending on her handicap. Points are awarded on each hole as follows: Double bogies = 1 point; bogies = 2; pars = 4; birdies = 6; and eagles are 8 points. The team with the most points wins.

**Strike Three.** (aka "Throw Out") At the conclusion of play, each player is allowed to throw out her three worst scores (one par 3, one par 4 and one par 5)

**Flag (or Stake).** A flag or a stake with each player's name and course handicap is given to each player. After she has played the last stroke allowed by her handicap, each player places her flag where that ball lands. The player whose flag is placed closest to the end of the 18<sup>th</sup> hole wins the event. Note, if your laststroke is played on a green or in a cup, please

Put the flag off the green after measuring the distance from the hole your ball landed and noting it on the flag or, if it landed in the hole, note that.

**Red, White, and Blue – Format 1.** Consists of four person teams. Each member tees off from the designated tees. The team picks the best tee shot and all drop within one club length of that. Each person plays her ball in. Full handicap.

Designated Tee	Hole Number					
Red	1	6	7	12	15	16
White	2	5	8	11	14	17
Blue	3	4	9	10	13	18

**Red, White, and Blue – Format 2.** Players tee off from either the Red, White or Blue tees dependent on their handicaps. Lower handicaps tee off from the Blue, while the highest handicappers tee off from the Red. Those in between play from the White tees.

**Poker.** Before teeing off purchase three playing cards. For each par three that your drive lands on the green, you'll receive one card. If your ball does not land on the green, you have the option of purchasing up to four more cards. If you already hold 3 aces – you may be all set!

**Bramble.** Each player in the group tees off. After the best tee shot is chosen each member plays their own ball (& second shot) in from that point.

**F & T.** This is an 18 hole stroke play round. At the conclusion of play only scores taken from any hole beginning with the letter “F” and “T” are used to determine the player’s score.

**Irons only.** As it suggests, players may only use irons (2 iron to sand wedge) from tee the green. Driver, fairway woods, hybrids and rescue clubs are not permitted.

**6-6-6 / 9-9.** This format is a two or four person team event. In 6-6-6, the first six holes are played as a scramble, the next six holes as a scotch and the last six holes as a better ball of the foursome. In 9-9, the scramble format is used for the front nine and the better ball of the foursome format is used for the back nineholes.  
to green but may use their putter on

**3-2-1.** This is a four person team event. The three best balls of the foursome are counted for the first six holes. Two better balls are counted for the second six holes and only the best ball is counted for the last six holes. Usually played with full handicap.

**Blind Partners.** This is an 18 hole stroke play round. Players may play with anyone of their choice. Partners are not drawn until the last group has teed off so a player doesn't know her partner until she has finished. The winner is the team with the lowest better ball score.

**Scratch & Scramble.** Play is as four-ball stroke play. At the end of the round partner's scores are added and divided by two to obtain the team's score. (Players with high handicaps will be paired with players with low handicaps).

**Florida Scramble.** Whoever's ball is selected opts out of the next shot. If team member A's drive is selected they do not hit a second shot and so on until the ball is on the green – then everybody putts. Whoever sinks the putt does not tee off on the next hole.

**Drive and Putt for Dough.** Individual tournament. Earn 5 points for each drive which lands in the fairway. For par 3's, earn five points if your first shot lands in the fairway or on the green. No first shot points are given for holes 6, 10, or 13. Subtract one point for each putt on all holes. The player with the highest point total wins.