



Description of Weekly Golf Events

(The description of the following events are guidelines only and may be changed at the discretion of the Tournament Co-Chairwomen or the Golf Shop)

Beat the Pro:

This format is individual stroke play over 18 holes. 100% of handicaps will be used. The Beat The Pro winners will be the ladies who better the Pro's gross score with their own net score total.

Beauty and the Beast:

Add the best net low scores and the worst high gross scores.

Best 15 Holes:

Gross and Net. Use the best 15 holes for scoring.

Better Nine:

Gross and Net. Choose your better nine, (front or back). Use handicap strokes where they fall on the scorecard. This is an individual event.

Blind Partners:

This is a stroke play event with 100% of handicaps being used. Partners are not drawn until everyone has tee'd off, so a player does not know her partner until she has finished. **WINNER IS THE TEAM WITH THE LOWEST BETTER BALL NET SCORE.**

Cha-Cha-Cha:

This is a game that is played with foursomes with full handicaps for each player. Hole 1 you count one best ball, Hole 2 you count two best balls, Hole 3 you count three best balls, Hole 4 you count one best ball, Hole 5 you count two best balls, Hole 6 you count 3 best balls. This continues for the remaining holes in this pattern. The winners are the team with the lowest total score.

Fewest Putts:

Only strokes taken once the ball is on the putting green are counted. The winner is the player using the fewest number of “putts” for the round.

Flag Event:

Each player is given a small flag with her name on the flag. Using full course handicap, each player continues until she has used the number of strokes equaling par plus her course handicap. When she has used her allotment of strokes, she plants her flag beside her ball. It may be necessary to continue to hole #1, hole #2, etc. to reach the allotted number of strokes.

Gobble-Gobble-Gobble (aka Bingo-Bango-Bongo)

One point to the first player on the green, one point to the player closest to the hole, and one point to the player who holes out first. Person away always plays first. The lowest gross score has honors on the next tee.

Good/Bad/Ugly:

Count 3 better ball scores on par 3's, count 2 net better ball scores on par 4's, and count 1 worst net ball on the par 5's.

Hate'em:

Choose three holes that you hate (one par 3, one par 4, and one par 5). Before the round begins, write down par for each of these holes on your score card.

I Love Golf & Hate Golf:

A player's lowest gross score and highest net score will be eliminated in determining the player's total score.

Jacobs Golf:

One Best Net Ball on first six holes, three Best Net Balls on second six holes, and two Best Net Balls on last six holes.

Member/Member:

This event has three different formats (Ryder Cup). Holes #1-6 Alternate Shot – Both partners will tee off on the first hole only, pick the better drive and proceed to play that ball, alternating players, until the ball is holed out. The player who did not hole out the ball on the preceding hole will tee off on the next hole.

Holes #7-12 Net Best Ball – Only one score per hole will be used. Use the score of the partner who gets the better net score on each hole.

Holes #13-18 Scramble – Each partner drives and the better drive is selected. Each partner then plays a second shot from the spot where the selected drive lay, and the better second shot is selected. This process is repeated until the hole is completed. You must use each player's drive at least 2 times.

Match Play Against “Par”:

This is the same as hole by hole two-ball match play event (two-ball) except everyone shares the same opponent “Par”. “Par” always shoots a perfect, even par round, and all players seek to beat “Par” (net) on each hole. The winner is the person who beats par by the greatest number of holes. This is a full handicap net event.

Mutt n Jeff:

Count the four shortest holes and the five longest holes using your net scores. Fifty percent handicap will be used.

Mystery holes:

The Pro Shop will randomly select 3 holes to score as Par. The holes will be chosen while the players are on the course and will be unknown to the players until the round is completed.

Nassau:

There will be winners for the front nine, back nine, and the best 18 holes.

No Alibi Event

Also known as “Could’ve – Would’ve – Should’ve”, this event allows each player to replay any three shots in the round. Limitations...any one shot can only be replayed once and the result of the “no alibi replay” must be used. The decision to make a “no alibi replay” must be made before the next shot is taken. This is a full handicap net event.

Odd/Even Best Ball:

One best ball on odd holes, two best balls on even holes. This is a net ball event. The applicable present of handicap will be used.

Odd Holes – Gross & Net:

Only the odd holes are scored. Holes, 1, 3, 5, etc., will be used with half of handicap.

Par-4-a-Day:

This is a net game in which only the Par 4 holes will be counted.

Partner Draw:

Partners name will be drawn in the Pro Shop before teeing off. Cards will be matched at the end of the round. One net better ball will be used for each hole. Partners will not necessarily be playing together.

President’s Cup:

This is a 2-day net tournament – stroke play with 100% of handicaps to be used.

Quota/Stableford:

Each player is given a point quota based on her handicap. The points will be awarded as follows: Double bogey – 0 points, Bogey = 1 point, Par = 3 points, Birdie = 6 points, eagle = 8 points. Individual gross stroke play over 18 holes.

Reverse Waltz:

This is a full handicap best ball event. Three best ball scores for the team will be used on all par fives, two best balls will be used on all par fours, and one best ball will be used on all par threes.

Ringer:

This is a stroke play tournament with 100% of handicaps to be used. A player builds her lowest net score on each hole over the two days of the tournament. The higher score on each hole is thrown out. The winner will be the person with the lowest 2-day net total.

Scrambles:

Chicago Scramble

Each team consists of 3 or 4 players on each hole each team member drives and the best drive is selected. The person whose drive is selected does not play the second shot. The other players play the second shot from where the selected drive lies and the best second shot is selected. The person whose shot is selected does not play the third shot, and so on until the green is reached. Everyone putts.

Tucson Scramble – A/B/C/D or AB/CD

Everyone hits her drive. Choose the best ball. Each player then plays her own ball from the selected drive into the hole. Score the three best net balls if foursome and two best net balls if threesome.

Two, Three, or Four Person Scramble

On each hole, all team members' drive and the best drive is selected. Each person then hits a shot from the selected drive. The best second shot is selected and all players hit from that spot, and so forth until the ball is holed out.

Two Person Scramble – Three clubs & a Putter

Played the same as the two-person scramble except that each player is limited to carry three clubs of her choice and a putter. Partners may not share equipment.

Two Person Scramble – Best Ball

This event combines the playing features of both the scramble and the best ball. On each hole, both team members will drive the ball, and the location for the best drive is selected. Both players hit the second shot from the location of the selected drive. From there on, each player plays his own ball where it lies (no more selection of (“best”)) through completion of the hole and records her “own” score. Only the one best net score for the team is used for each hole.

Two Person Scotch

Both players tee off. Each player hits the second shot from her partner's tee shot. At that point, the better of the two balls is selected. The person who did not hit the 2nd shot on the selected ball is the next to play. Players alternate shots with that ball until it is holed out.

Skins

A skin is awarded for the lowest score, gross, and net, on each hole.

Stableford Competition

Points are assigned on each hole based on the player's score as follows:

Bogey = 1 point ~ Par = 2 points ~ Birdie = 3 points

Eagle = 4 points ~ Double Eagle = 5 points

State Medallion

There are 4 days during the season that the gross and net scores are recorded. Only two (of the four) days are required to be eligible for State competition and only 2 rounds are used.

String Game

Each player receives a foot of string each stroke of handicap. String may be used to get out of bunkers, penalty areas, or out of bounds. Move the ball and cut off that amount of string without penalty. String may also be used to “hole” a putt by cutting off the appropriate length.

T & F Event

Only those holes that begin with “T” or “F” (holes 2, 3, 4, 8, 10, 12, 13, 14, & 15) are the scores used in this event.

Tee to Green

This is an individual event. Putts will not count. Count your strokes until you reach the green.

Tin Whistle

This is a net event. Points are awarded for net scores as follows:

Eagle = 6 points ~ Birdie = 4 points ~ Par = 2 points

Trouble

The goal is to collect the least number of trouble points during the round. Points are collected for out of bounds, penalty areas, bunkers, three putts, four putts, whiffed balls, leaving ball in bunker, and hitting from one bunker to another.

Two Person Best Ball

Only the best net score of the two-person team is used for each hole. Each player plays their own ball on each hole. This is a full handicap event. The winner is the team with the lowest net score.

Waltz

This is a full handicap best ball event. Three best ball scores for the team will be used on all par threes, two best balls will be used on all par fours, and on best ball will be used on all par fives. The winner is the team with the lowest best ball score.

WGA Championship

The format for the WGA Championship will be Gross Stroke Play over 36 holes. The Championship is by flight according to handicap. In the event of a tie for the winner of each flight, there will be hole-by-hole playoff until a winner is determined. If you are unsure of a ruling, play 2 balls and get a ruling from the Rules Committee before signing your scorecard. Play the ball where it lies. There are no preferred lies. You must complete the hole to remain in the competition. No PICKUPS.

Witches and Ghosts

The odd holes are Witches, and the even holes are Ghosts, One best ball will be used for the score on the Witches and two best balls will be used for the score on the Ghosts.

Yellow Ball/Eggstravaganza

This is a 2 best net ball event. On the scorecard a yellow mark will rotate among the players. The ball of the player with the yellow mark must be used along with the best ball of the other players. If the ball is hit out of bounds or goes into the water, the ball must be replayed by the player and a penalty taken. The ball must be played-out and the hole completed.