

GOLF OUTING FORMATS:

Formats

Shake it and bake it! No one likes playing the same format all of the time, especially in social groups with a wide variety of handicaps. When announcing a golf event though, it's important to announce what the format will be.

Here are a few suggestions:

Captain's Choice — Each player plays from the tee, select the best drive, each player hits from that spot. This process is continued until the ball is holed out. You may lift, clean and place your ball within one club length of the selected shot, no nearer to the hole. If the selected shot is played from a hazard, bunker, rough, fairway or fringe or the green, the ball must be placed within the hazard, bunker, rough, fairway or fringe of the green. This is also known as a scramble.

If there is a 3-some, they may alter the additional shot. Determine the format prior to playing.

Roll the Dice — This game is similar to the Captain's Choice except that you do not pick the best drive. Each team is given one die. After all four players hit their tee shot you roll the die. If a 1 (one) come up, pick the drive of the 1st person listed on the scorecard, 2 (two) is the second person on the scorecard, etc. If you roll a 5 (five) play the worst of the four drives and if you roll a 6 (six) play the best drive. Continue to play the best shot until the ball is holed out.

Shamble — Each player plays from the tee, select the best drive and then each player plays his or her own ball from that spot until holing out. In order to keep a good pace of play, pick up at double par.

Whiner's Tournament — Player selects the three worst holes and converts those to par. Circle holes used.

Tee to Green — Player counts only the strokes to the green (no putts) for the tournament. Record total score for handicap purposes.

Best ODD or EVEN Holes — Player records scores on odd or even holes only and deducts 1/2 handicap for the event.

Best FRONT or BACK Nine — Player records score on back or front nine and deducts 1/2 handicap for the event.

Blind Holes — Scores is based on only nine holes selected from eighteen and deducts 1/2 handicap for the event. Holes will be selected after all players have left the first tee.

Yellow Ball — Each team is given one "yellow" ball for the tournament. The first player on the scorecard plays the "yellow" ball for the first hole, second player for the second hole. Continue rotating the yellow ball throughout the foursome and circle the score. If your team loses the yellow ball, mark the hole on the scorecard. The team with the lowest "yellow" ball score or the team who keeps it in play the longest is declared the winner. *(Note: This format generally takes longer to play since everyone looks for any lost yellow ball!)*

"T & F" Holes — For this event count only the holes that begin with T & F (2,3,4,5,10,12,13,14, and 15) and deduct 1/2 of the handicap.

Best Consecutive 9 Holes — The player will select the best Consecutive 9 holes (2 thru 10, 4 thru 12 for example). Circle the holes used and deduct 1/2 of the handicap.

Handicapping a Captain's Choice — If you need to handicap a team in a captain's choice event here is the formula: multiply the lowest handicap times two, take 1/2 of the highest handicap, add together and divide by the number of players plus one.

Here is an example:

John has a 10 handicap $10 \times 2 = 20$

Jackie has a 40 handicap $40 \times .5 = 20$

Add together $20 + 20 = 40$

There are 4 players $4 + 1 = 5$

The team handicap is 8

If there are 3 players, divide by $(3 + 1)$, 4 and the team handicap is 10

Subtract the handicap from the team score to determine the winner. With this format a 3-person team does not get to rotate an extra shot.

Ties — If the event of a tie, a scorecard playoff, starting on the #1 Handicap hole, may be used to determine the winner.

GUIDELINES FOR GOLF COMMITTEES

Don't be shy ... play ready golf

If you are ready to tee off with club, ball and tee in hand, step up to the tee box and fire away. If you hit a ball off the tee and believe that it will take more than 3 minutes to find, then go ahead and hit a provisional. This is not a mulligan. This is a provisional.

Swimming ...

If your ball prefers a swim to romping in the grass, drop another ball that likes the grass. Do not spend an eternity (maximum of 3 minutes) looking for the ball, that ball is gone. Same applies to those balls that enjoy playing hide and seek in the woods and tall grass.

Magical Numbers ...

Maximum double par on any hole, ie, par three, no more than 6 strokes. It is strongly suggested that if you haven't reached the green at par, you pick up your ball, drop it on the green and putt it out.

Gimmes: This is a gift ...

It is not necessary to putt out every little bitty putt. If your putt falls within the leather of your putter, pick up your ball. It still counts as a stroke, you just don't have to putt it.

Companions ...

Golf balls and golf clubs are very devoted to each other. Therefore if you approach the golf ball without a golf club in your hand, the golf ball get really upset. Please take a club with you and be ready to hit the ball. Your golf ball will be happier.

Cart Buddies ...

This is the person riding in the cart with you. It is OK to share the driving. Don't leave your cart buddy stranded, share the progression to the green.

On Watch ...

To speed up play, watch the ball flight of your teammates' ball and help them spot it where it lands.

Scoring ...

Move to the next tee box before recording your score on the score card.

Remember ...

Your position on the golf course is one shot behind the group in front of you not one shot ahead of the group behind you.

Keep them in the fairway, putt straight and have a great time.