

Tournament Definitions &

Optional Format Ideas for Invitationals:

Individual Formats:

Revised 1/31/16

INDIVIDUAL GROSS AND NET – *i.e. Just Golf*

Play all 18 holes. Record total of all holes for tournament gross score, subtract your full handicap for tournament net score. Gross and Net Tournament utilizing 100% handicap.

5 Red / 4 White / 3 Blue

Players tee off from the red tees on all par 5's, from the white tees on all par 4's, and from the blue tees on all par 3's. Temporary drop areas will be designated on holes with excessive carries. This is a Gross and Net Tournament utilizing 100% handicap. Posting is Optional and a calculated Slope and Rating will be provided.

6-6-6

Tee off from the Red tees for holes 1-6, tee off from the Blue tees for holes 7-12, and tee off from the White tees for holes 13-18. Gross and Net Tournament utilizing 100% handicap. Posting is Optional.

9 BLIND HOLES

Play all holes. After the round, a blind draw will take place to determine which 9 holes will count for the tournament. Gross and Net Tournament utilizing **50%** handicap.

9 HOLE SHOOT-OUT

All players tee off and complete the same starting hole. The player(s) with highest net score are eliminated on each hole until there is a winner. Net Tournament only, utilizing 50% handicap.

BEST 9 HOLES

Play 18 holes and choose only your best 9 holes for the tournament score. This can be a good event for 9 hole courses; play both 9's from the same set of tees and pick your best score on each hole for your tournament score. Gross and Net Tournament utilizing **50%** handicap. This can be good for 9 hole courses; play the same 9 twice and pick your best score on each hole.

BEST 15 HOLES

Play 18 holes and choose only your best 15 holes for the tournament score. Gross and Net Tournament utilizing **75%** handicap.

ELIMINATE PAR 3'S

Play all 18 holes. Eliminate par 3 scores for tournament score. Gross and Net Tournament utilizing **75%** handicap.

ELIMINATE PAR 5'S

Play all 18 holes. Eliminate par 5 scores for tournament score. Gross and Net Tournament utilizing **75%** handicap.

EVEN HOLES

Play all 18 holes. Add only the even holes for tournament score. Gross and Net Tournament utilizing **50%** handicap.

ODD HOLES

Play all 18 holes. Add only the odd holes for tournament score.
Gross and Net Tournament utilizing **50%** handicap.

PAR 4'S ONLY

Play all 18 holes. Add only par 4 scores for tournament score.
Gross and Net Tournament utilizing **50%** handicap.

RED, WHITE, & BLUE

Tee off from alternating tees beginning with Red, then White, and then Blue. Gross and Net Tournament utilizing 100% handicap. Posting is Optional.

SKINS GAME

Low score on each hole versus the field. Just like they play on TV! Gross and Net for each hole.

STABLEFORD

Each player plays her own ball throughout the entire round. Points are used to generate a tournament score (rather than actual hole scores) based upon the following formula;

Gross Hole Score	Points Earned for Tournament Score
Eagle	10
Birdie	5
Par	3
Bogie	2
Double Bogie	1

Add together all of your points earned at the end of the round to determine your gross tournament score. Add your Course Handicap to your Gross points to determine your Net tournament score. Most points win.

Two Person Formats:

2-GAL BEST BALL

Team consists of 2 players. Each player on the team plays her own ball throughout the round. The best Gross and Net score of partners per hole is recorded as the team score.
Gross and Net Tournament utilizing 100% handicap.

2-GAL COMBINED Score

Team consists of 2 players. Each player on the team plays her own ball throughout the round. Team score is the total of the two player's individual scores for the round.
Gross and Net Tournament utilizing 100% handicap.

2-GAL "IN THE BOX" (slightly modified)

Team consists of 2 players. Each player on the team plays her own ball throughout the entire round. A specific scorecard will be utilized and will contain pre-selected holes that will be designated and outlined – aka "in the box". The player whose box is outlined on the scorecard, must count her score for both gross and net on that hole.

Tournament Chair will select the holes to be "boxed" and will mark each group's scorecard and assign player's names prior to event. Each player should be assigned 5 "boxed" holes out of 18 holes, roughly equal on each 9 holes with at least one par 5 and a maximum of one par 3. Gross and Net tournament using 100% handicap.

SCOTCH BALL

Two person team, both players tee off, and then each hits the other player's ball on her second shot. You then select the single "best ball" and hit that ball, alternating shots, through the hole. This tournament score can NOT be posted in the computer for handicap purposes. Gross and Net Tournament, utilizing **10%** of full handicap.

SCRAMBLE

Two person team, both tee off, then select best drive of the two. Both players hit from the spot of the selected "best drive" and then continue to each play a shot from the selected "best shot" through the hole. Must use each player's drive six times, at least one of which is on a par 3. Take the best net score on each hole. This can also be played as a four-person team.

This tournament score can NOT be posted in the computer for handicap purposes. Net Tournament only, utilizing 100% handicap.

SHAMBLE

Two person team, both tee off, then select best drive of the two. Both players hit from the spot of the selected "best drive" and then play their own ball through the hole. Must use each player's drive six times, at least one of which is on a par 3. Take the best net score on each hole. This can also be played as a four-person team.

This tournament score can NOT be posted in the computer for handicap purposes. Net Tournament only, utilizing 100% handicap.

TEAM EVENTS:

Many variations here from Scrambles, Shambles, Hot Ball, Memorial Format of ABCD, Red-White-Blue, and any combination of the above.

FUN – FUN – FUN

Ideas for injecting FUN into Invitational Tournaments

(None of these ideas should detract from the game of golf or from people being able to concentrate and play their best game)

a la golf carte

Serve participants "on course" - take shooters of shrimp cocktail to the players on course. i.e., pigs in a blanket or some other hors d'oeuvre . Jell-O shots. Goodies at the turn.

Trivia Side Game

A trivia question is posted at each tee box (no cell phones allowed). The answers for the 18 questions are turned in at the end. Team answering all/most questions correct receives a prize.

Alternate idea: Have trivia questions relate only to the course. Answer could be on "next green" or in the hole.

Themed Tournaments

Christmas in July (award prizes in stockings or wrapped in Christmas paper, have a special holiday cocktail, have your members in costume [Lanz nightgowns, footie PJs, dressed as elves, Santa], red & green decorations, etc. Think of the most fun member/guest tournament that you have played in and what was that theme?

SNEWGA Olympics

Have a putting and a chipping contest for extra prizes, putt with left handed club if you are a right hander, 3 putting ranges (5 ft, 15 ft, 40 ft) and you have to make the first putt to be allowed to move to the second range. Chip closest to a hole, chip into a chipping net, etc.

Lunch Chit

Lower cost by not offering a lunch. Only offer a chit for people to purchase lunch (if there is a restaurant at the club).

Reaching the PAR 3

Anyone who gets on one PAR 3 identified by the tournament chair, wins something – sleeve of balls, \$1 cash, ticket for a free beer, lotto ticket, ticket for free soda, ticket for free water, etc.

Selling Mulligans

Not allowed in SNEWGA Majors. Invitationals & SNEWGA Sundays only with limits, max of 1 per person.