

# Tournament Explanations

**P.Y.O.P = Pick Your Own Partner**

## **3 HOLE THROW OUT**

In this format, your three worst holes are taken off your score along with your handicap. The new total after the subtraction is the score that is used to determine winners in each flight.

## **INDIVIDUAL CALCUTTA POINTS**

Points are awarded by net scores. 18 is a good score in this format. High points total wins.

Bogey or worse= 0

Par= 1

Birdie= 2

Eagle= 3

Albatross= 4

## **INDIVIDUAL CHICAGO POINTS**

Same as Calcutta Points with a -1 added in. Points are awarded by net scores. 18 is a good score. High points total wins.

Double bogey or worse= -1

Bogey= 0

Par= 1

Birdie= 2

Eagle= 3

Albatross= 4

## **INDIVIDUAL QUOTA**

In this format, each golfer starts with points that match his handicap. If he is a 3 hdcp, he starts with 3 pts. If he is a 26 hdcp, he starts with 26 pts. This starting point total is the quota. The goal is to get from your starting quota to 36 by adding points from the values below:

Double bogey or worse=-1

Bogey=1

Par=2

Birdie=4

Eagle=8

These scores are gross, not net. Highest score wins.

## **INDIVIDUAL VS PAR**

In this format, there are only three different scores a player can take per hole. All scores are net and points are given by hole. A net bogey or worse is a -. A net par is 0 and a net birdie or better is a +. Zero points at the end of the round is a good score. Anything in the + is better.

## **INDIVIDUAL STABLEFORD**

This format is similar to individual Calcutta points, but the points schedule is different. It also uses a player's net score. 36 is a good score in this format. High score wins.

Double bogey or worse= 0

Bogey= 1

Par= 2

Birdie= 3

Eagle= 4     Albatross= 5

## **2 Man PYOP 1/2 & 2/2**

**Count 1 best ball on odd holes. Count both balls on even holes.**

## **ABCD LOW NET 1 of 4, 2 of 4, 3 of 4**

In this format, a team of four players, ABCD, plays a normal round of golf. On the first hole, the best of the 4 net scores is recorded. On the second hole, the 2 best net scores are recorded. On the third hole, the 3 best net scores are recorded. It starts all over on the fourth hole with only the best net score being recorded and continues this way through all 18 holes. At the end of the day, all the best net scores are totaled and the lowest team score wins.

## **RED, WHITE, BLUE**

In this format, a 4 man team plays a normal scramble with a twist. Six holes are played from the red tees, six from the white, and six from the blue. You can play any hole from any tee, but remember, you must use 6 tees of each color. Strategy is key. Blind draw by ABCD.

## **2 MAN P.Y.O.P. 4-FORMAT**

In this pick your own partner two day event, we play 4 different formats. The first nine holes Saturday are modified alternate shot. On par 3s, both players tee off and choose the best shot. Whoever's shot was chosen is then hit by the other player and shots are alternated until holed out. On par 4's, both players tee-off and hit each others' drives into the green. The best shot is taken and the other player is up next and shots are alternated until the ball is holed. On par 5's, both players tee-off and hit each others' second shots, then hit each others' 3<sup>rd</sup> shots and choose the best one. Whoever's ball is not chosen hits the next shot and alternated until holed. The back nine on Saturday is a scramble. The front nine on Sunday is a 2-man Best Ball. The back nine on Sunday is count both net scores per hole and add together. Both days' scores are added together and the low total at the end of the weekend is the winner.

## **2 MAN BEST BALL P.Y.O.P.**

Pick your own partner in this event. Each player plays his own ball all day. The lowest of the two players' net scores on each hole are recorded. After 18 holes, the best net scores from each hole are added together. Low score wins.

## **666 2 MAN P.Y.O.P.**

Pick your own partner in this tournament. The first 6 holes consist of true alternate shot. Before the round starts you must decide which player is going to tee off first. If player "A" tees off on number 1, he will also tee off on 3 and 5. Player "B" will be teeing off on holes 2, 4, and 6 if the group chooses to set it up that way. Shots are alternated until the ball is holed. The next 6 holes are a 2 man scramble with standard scramble rules. The last 6 holes are best ball. The lowest net score of the two players is recorded. Add together all 18 holes and the lowest score at the end of the day wins.

## **ABCD FLORIDA SCRAMBLE AND BEST 3 OF 4**

Four man teams are assembled with a blind draw. On day one, each team plays a scramble with a twist. The player whose shot is selected does not get to play the next shot. Ex. All 4 players tee off, the best shot is selected, then only three players hit their second shots. The best of the second shots is selected and the player who hit it sits out the third shot. That continues even in putting and throughout the 18 holes. Day two is the best 3 of 4 net scores. Add the totals from both days together and the low scoring team wins.

## **2 MAN 747 P.Y.O.P.**

The first 7 holes are played as best ball. The lowest net score of the 2 man team is recorded on each hole. On holes 8-11, both of the players' net scores are added together. The last 7 holes are the same as the first 7. At the end, all the holes are added together and the low score wins. This is a pick your own partner event.

## **ABCD LONE STAR SCRAMBLE**

In this format, one player must go alone on each hole. The other 3 players play a standard scramble for that hole. For example: Player A will go alone on holes 2,7,11, and 17. Player B will go alone on holes 3,9,10,13, and 18. Player C will go alone on 5,6,8,12, and 14. Player D will go alone on 1,4,15, and 16. There are two different payouts in this tournament. The low combined lone star score, along with the low scoring scramble score.

## **INDIVIDUAL NASSAU**

A player has a chance to win three different times in this event. His low net score on the front, low net on the back and low net on the total.

## **THE CALCUTTA**

Teams of 4 are drawn blind or drafted by ABCD. We'll use the 3 best stableford points out of the 4 players on each hole both days. Add your day one score to day two. Points are determined by net scores on each hole. The team with the highest amount of points at the end is the winner.

Double bogey or worse= 0

Bogey= 1

Par= 2

Birdie= 3

Eagle= 4     Albatross= 5

## **THE CLUB CHAMPIONSHIP**

This is an individual 2 day event. A player's net scores from both days are added together and the low number after Sunday wins.

## **SKINS TOURNAMENT**

Flighted by number of entries. Skins are gross skins without handicaps. 2 skins to cancel. Holes 1-6 are 10 points each. Holes 7-12 are 20 points each. Holes 13-18 are 30 points each. Skins will carryover from hole to hole. Skins that carryover past hole 18 are divided equally between the number of skins.

## **JAMBOREE**

This tournament is actually three tournaments in one. There is an individual vs. par tournament, a 2 man best ball, and a 4 man 3 of 4 calcutta points per hole. Teams are drawn at random, so players can pick their playing partners for the day.