

SHORELINE SENIORS GOLF CLUB TOURNAMENT FORMATS

A. SINGLE PLAYER GAMES (1 score card per player)

INDIVIDUAL STROKE PLAY (LOW NET) – The winners are competitors who play the round of golf in the fewest net strokes and with each player receiving full course handicaps. Players have the option of playing from either the Blue, White, or Red tees using the corresponding handicaps.

LOW NET – RED TEES – Everyone plays a Low Net game from the Red Tees, using the Red Handicaps

MODIFIED STABLEFORD (NO MINUS) – The scoring in club Stableford competitions awards points in relation to net par with full course handicaps:

- Bogey, or anything higher = 0 points
- Par = 1 point
- Birdie (1 under par) = 2 points
- Eagle (2 under par) = 5 points
- Double Eagle (3 under par) = 8 points

NET POINT PAR – The scoring in this Stableford competition awards points in relation to net par with full course handicap. Players can play from either the Blue, White or Red tees.

- Bogey (1 over Par) = 1 point
- Par = 2 points
- Birdie (1 under Par) = 3 points
- Eagle (2 under Par) = 4 points
- Double eagle (3 under par) = 5 points

BETTER 9 (FRONT OR BACK) – Low Net game with a player deciding which 9-hole net score (front or back nine) that he wants to use.

BEST 9 OF 18 HOLES – Low Net game with a player deciding which 9 of 18-hole net scores he would like to use.

RED-WHITE-BLUE – Low Net game playing the 1st hole from the Red Tees, 2nd hole from the White Tees, 3rd hole from the Blue Tee, continuing with this pattern. Handicap for this game is the White Tee handicaps. Players do not record scores with NCGA/USGA.

RED-WHITE-BLUE (U Pick 'em) – Low Net game. Player must play 6 holes from red tees, 6 holes from white tees, and 6 holes from blue tees. He can pick which holes to play from each set of tees though he must indicate on the score card which holes were played from which tees. Handicap for this game is the White Tee handicaps. Players do not record scores with NCGA/USGA.

5 CLUB LOW NET – Low Net game. Player selects 5 clubs to play the round with. Putter counts as one club, if selected.

PEER TOURNAMENT – Low Net game. Each player is put into a specific flight according to their age.

CLUB CHAMPIONSHIP – The Club Championship takes place over three consecutive Monday's. The crowned club champion is the low gross winner. Flight winners (low net) will be determined, as well. For flight play, the latest handicap will be used for each round

3 Little Pigs – Low Net game. Final score is Net Score minus the sum of the 3 Pigs, where the 3 Pigs are the 3 worst **gross** scores. When recording the score with NCGA/USGA, full gross score (subject to equitable stroke control) is recorded.

Lemon Drop – Low Net game. Final score is Net Score minus the sum of the Lemons, where the Lemons are the worst **gross** par 3 score, worst gross par 4 score, and worst gross par 5 score. When recording the score with NCGA/USGA, full gross score (subject to equitable stroke control) is recorded.

B. TWO PERSON GAMES (1 score card for two players as a team)

BETTER BALL TWOSOME – Low Net game. Two members play as partners, each playing their own ball, with the lower of the partners low net score for each hole.

AGGREGATE TWOSOME – Low Net game. Two players form a team, and each plays their own ball, with the combined total of the partners net score recorded for each hole.

AGGREGATE TWOSOME (DRAW FOR PARTNERS) – Low Net game. This is a “blind draw” partner game. Teams are determined following the round of golf by the scorer.

C. ADDITIONAL GAMES (1 score card per team)

BEST BALL OF FOUR - STROKE PLAY – Four players play as a group, with each playing their own ball and recording the lowest net score, per hole, for the group.

TWO BEST BALLS OF FOUR – STROKE PLAY – Four players play as a group, with each playing their own ball and recording the two lowest net scores, per hole, for the group.

FOURSOME STROKE PLAY (Alternate Shot/Alternate Tees) - Two players form a side, and the partners play one ball. The partners play alternately from the teeing grounds (one partner on the odd-numbered tees and the other on the even-numbered tees). The partners play alternately on each hole. The handicap allowance for the side is 50 percent of the partners' combined course handicaps.

CHAPMAN OR PINEHURST STROKE PLAY (Alternate Shot Play After Selected Second Shots): Two players play as partners, with each partner playing from the teeing ground and playing the partner's ball for the second shot. After the second shot, partners select the ball with which they want to score and play that ball alternately to complete the hole. The player with the lower course handicap is allowed 60 percent of course handicap and the player with the higher course handicap is allowed 40 percent of course handicap, with .4 rounded down and .5 rounded up.

THREE BALLS FOURSOME - Low net total for three lowest net scores per hole for four players

SCRAMBLE FOURSOME Each player hits a tee shot; all players play from a selected tee shot location, but each player must contribute, and team must record, a minimum of three such tee shots; all players hit shots from selected best location until holing out; play from locations through the green shall be under mark, lift, clean and

place local rule within one club-lengths not nearer the hole. Low gross score for team's play is recorded; course handicaps are not used, although special additional rules may be used to allow for deductions of a percentage of total course handicaps of players in a net scramble foursome format.

SHAMBLE FOURSOME Each player hits a tee shot; all players play from a selected tee shot location, but each player must contribute, and team must record, a minimum of three such tee shots; after the tee shot, all players play their own ball until it is holed out; play from locations through the green shall be under mark, lift, clean and place local rule within one club-lengths no nearer the hole. The sum of the two low net scores become the team score for the hole.

Other Formats:

Turkey Shoot - prizes to one-half of participant.

Christmas Surprise - prizes to all participants.

Eclectic 36 (total) holes - total low net for each of 18 holes as better low net score per hole on each of two rounds.

Eclectic 18 (total) holes – total low net for each of 9 holes as better low net score per hole on each of two 9 hole rounds.

When playing 4 player games, and only three players are available, to generate a fourth score do the following: player #1's (gross and net) score is used twice on holes 1-6, player #2's score is used twice on holes 7-12, and player #3's score is used twice on holes 13-18.