

Tournament Descriptions

Alibi	Individual	Replace your 5 worst net holes with par. Circle the 5 holes that you will be replacing and enter PAR for that hole on the line directly under it.
Hate 'em	Individual	Before teeing off, circle the 3 holes on your scorecard that you hate the most. Record your actual score on each circled hole (for official handicap/league score), but when totaling your score for this week's game, award yourself a "par" on each hole you circled before teeing off. If your gross score on the hole you chose is lower than Par, You can only record the Par, You did not choose wisely! Low total score WINS!!
It's My Handicap And I'll Use It The Way I Want	Team	In this game YOU decide when to use your handicap strokes and how many strokes you want to use on a hole. You can use no more handicap strokes than par. Example: If a 10-handicapper wants to use more than one stroke on a par 4, she could only use a maximum of 4 strokes on that hole. So, if she carded an actual par, her net score for the hole would be '0'. Before teeing off, you MUST declare whether or not to use any handicap strokes and how many strokes you'll use. You cannot use any handicap strokes on that hole if you did not declare in advance. The game is a 2-best ball score per hole for your team score.
Odd/Even	Partners	Players must choose odd or even at the beginning of round. (Indicate on card). Count net odd score of one player and net even score of the other player.
Pink Ball	Team	A pink ball, that is provided, is rotated between all players for each hole. If the pink ball is lost, circle the hole the ball is lost on. The team is then eliminated from the competition. Each individual should then complete their round for handicap posting purposes
Pressure Ball	Team	<ol style="list-style-type: none"> 1. Each foursome provides two new balls with a 'P' written on them. The 'P' stands for "Pressure Ball." 2. Before each hole the foursome places <u>one</u> of the 'P' balls in a hat along with any three balls from the foursome. (One of the team members does not place his ball in the hat.) BEFORE teeing off each team member performs a blind draw from the hat. The player who draws the Pressure Ball is the one whose net score is recorded for the team score. She MUST play the hole using the Pressure Ball. 3. Repeat step #2 before every hole. 4. If a team loses the first Pressure Ball, then they put the second Pressure Ball into play. If they lose the second Pressure Ball then they must provide a new ball as the Pressure Ball. 5. For every <u>original</u> Pressure Ball that is turned in at the end of the round, the team can subtract 2 strokes from their team score. The team with the lowest 18-hole Pressure Ball score is the winner.
Lil' Ringers 1	Individual	First week - record net scores for the round
Lil' Ringers 2	Individual	Record net score for 2 nd round. Compare with previous weeks round and take the best net score for each hole
Lone Ranger	Team	On each hole, one player, IN ROTATION , is designated the "lone ranger." Player A is it on the first hole, B on the second, C on the third, D on the fourth, then back to A on the fifth, etc. Add the Lone Ranger's net score to the lowest net score of the other three players for the team score
Nassau	Individual	Three tournaments in one round. Stroke card. Tournament 1- Best net score for front nine. Tournament 2- Best net score for back none. Tournament 3- Best net total score
Match Play - Qualifying Round	Individual	Major Tournament – You must be available for all 3 rounds to participate in Match Play - You may still sign up for regular play even though you cannot make all 3 weeks
Match Play - Semifinal Round	Individual	Top four players in each flight compete in the tournament. Front 9 - Best net score on front 9 holes for those not in Match Play
Match Play - Final Round	Individual	Top two players in each flight compete in the tournament. Back 9 – Best net score on back 9 holes for those not in Match Play
Best Ball with a TWIST	Partners	Between the partners, record the best low net score for each hole except on Holes 9 & 18 where the net high score is recorded.
Flight and Club Championship	Individual	Major Tournament - Best two out of three net scores
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Tannum 6	Team	Scoring is as follows: <ul style="list-style-type: none"> • Record the best net score of the team on the first 6 holes. • Record the 2 best net scores of the team on the next 6 holes. • Record the 3 best net scores of the team on the last 6 holes. Total these for the final score.
Doris Henris Memorial Round Three Blind Mice	Individual	When the round is finished, three holes are randomly drawn and those 3 holes are thrown out on everyone's scorecard.
Whack n Hack	Team	The two scores that are used are the low ball and the high ball. If the low ball for the team is a gross birdie or better, then the team gets to use its two low balls on that hole.
Par 3's	Individual	Closest to the pin on par 3's
Day at the Beach	Team	Team score for each hole is the lowest net score of any member of the team. If a player gets in a sand bunker, circle her score and her score cannot be used for that hole or any other from that point forward. If all team members get in bunkers the team is eliminated from the tournament. Players should complete the round for handicapping purposes.
Pick Your Poison	Individual	Choose any 9 holes before you play where you think you will score well. They must include two par Fives, three par Threes, and four par Fours. Tally these 9 holes at the end.
T & S	Individual	Only count the net score for holes beginning with the letters T and S and add those nine holes for a total score.
Odd Holes	Individual	Add net score for odd holes only.
Tombstone	Individual	First calculate you score by adding your course handicap to 71. If you reach that score before you complete 18 holes, you have DIED! Plant your tombstone off the green of the hole where you reached