

EL PRADO MEN'S GOLF CLUB

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Tournament Formats

Individual Low Net

Players play their own ball and the marker records their gross score on the player score line. Total the player gross, net and adjusted scores and record them in the appropriate columns at far right of scorecard.

2 Man Better Ball

Each player plays his own ball for all 18 holes. For each hole on the scorecard, record the gross score for each player, and the lowest of the two net scores. Total the better ball net scores at the end of 18 holes.

4 Club – Red Tees

Players carry ONLY 4 Clubs, selected at beginning of competition. No substitutions are allowed at any time. Players may not share clubs (immediate DQ).

2 Man Better Ball – Aggregate

Better Ball for holes 1 thru 9, for each hole, the team score is the better net ball for the team. Aggregate for holes 10 thru 18, the team score is the aggregate net for the team.

Both players play their own ball and the marker records their gross score on the player score line. The lowest net score of the two is recorded for each hole on the team net score line. Aggregate score is added and recorded on the team net score line. Total best ball and Aggregate is the team score.

5-4-3 Out

This is an Individual Low Net tournament with the added twist of reducing your overall score by throwing out the worst par 5, par 4 and par 3 net hole scores. Add up the remaining 15 net hole scores for your total.

2 Man Pinehurst (also known as Chapman)

This is a 2 man team alternate shot format, where you play 2 balls for the first 2 strokes, and then pick one of them up. Each player hits his first shot from the teeing ground. Then each player hits his partner's ball for the second shot. At this time, the partners select which ball to use, and pick up the other ball. The partners then take turns hitting the remaining ball for the rest of the hole. This means the third shot is hit by the player whose second shot was not used. Then the other player hits the fourth shot, and they continue alternating shots on the one ball until it is holed out. On the next tee, you start again with two balls.

You may not change balls during a hole. If a stroke is cancelled (e.g. hits a power line), the same partner who made the stroke must make the next stroke. Penalty strokes do not count as player strokes in alternating shots. All payouts are team based.

2 Man Scramble

Each player hits from the teeing ground. After the tee shot, partners select one of the balls to be the location for the next shot and pick up the other one. A minimum of six (6) tee balls are required from each player over 18 holes and all selected tee balls for each player are to be recorded on the scorecard.

The selected ball location is marked, and each player will hit from the marked location, within one club length and no closer to hole through the green of the selected ball location (putts are from spot on green). Each player may clean and place the ball prior to each shot. This procedure is followed until the ball is holed out.

The one club length shall not be used to move the ball out of a hazard, out of a bunker, or on to the green. If the team takes a drop, each ball is placed within one club length of the drop.

After the first player hits a shot, if he hits again before the second player hits, the second player does not get to hit. For example, if the first player misses a putt and taps it in, the hole is over, and the second player does not get an attempt at the putt.

4 Man Scramble

This is a 4-man team event. Each team is blind drawn to have an A, B, C, and D player. Each player hits from the teeing ground. After the tee shot, the team selects one of the balls to be the location for the next shot and picks up the others. A minimum of three (3) tee balls are required from each player over 18 holes and all selected tee balls for each player are to be recorded on the scorecard.

The selected ball location is marked, and each player will hit from the marked location, within one club length and no closer to hole through the green of the selected ball location (putts are from spot on green). Each player may clean and place their ball prior to each shot. This procedure is followed until the ball is holed out.

The one club length shall not be used to move the ball out of a hazard, out of a bunker, or on to the green. If the team takes a drop, each ball is placed within one club length of the drop.

After a player hits a shot, if he hits again before the remaining players player hit, the remaining players do not get to hit. They are considered to have waived their shot attempts, and the new location becomes the selected ball location, and a stroke is counted. For example, if the first player misses a putt and taps it in, the hole is over, and the other players do not get an attempt at the putt.

2 Man 4 Club – Red Tees – Better Ball

Players carry ONLY 4 Clubs, selected at beginning of competition. No substitutions are allowed at any time. Players may not share clubs (immediate DQ). For each hole, the team score is the better net ball of the team players. All payouts are team based. Net hole scores are based on each player's individual handicap, with strokes taken based on the Mens Stoke hole handicap ranking. Players may pick up to speed up play. This is a non-postable round.

ABCD Red Ball

This is a 4 man team event. Each team is blind drawn to have an A, B, C, and D player. On each hole, the team score is the total of 2 net balls: the player identified as "red ball" for that hole, plus the best of the other 3 players. The red ball player changes on each hole. Before teeing off on the first tee, the A player determines the batting order of the 4 players to be the "red ball" player. This order repeats for the 18 holes. If a team plays with less than 4 players, they select a batting order to include a blind draw, which will be blind drawn from the other players in the appropriate flight after the team turns in their scorecard.