

# Tournaments for Your Club

A varied and attractive tournament program can be important in increasing member interest and sociability at every club. The USGA JOURNAL has compiled from various sources a list of 27 types of tournaments which are herewith offered as suggestions to club committees.

In a few cases, these tournaments are designed to promote a pairing and mixing of members. These are suggested for early-season play in order that new members may become acquainted and old members may broaden their contacts.

It is believed, however, that the majority of tournaments should be so designed that members can participate while playing their customary matches. Most golfers look forward to week-end play with their particular cronies and to playing a straight 18 holes. The whole field of obstacle, costume and cross-country tournaments has therefore been omitted. It should be noted that the Rules of Golf cannot be applied to some forms of competition, especially when match play and stroke play are played simultaneously.

The tournaments appended are suggested in addition to the usual club championships at scratch match play, the junior, senior, women's, four-ball and foursome championships, and interclub and intraclub team matches. A few season-long events have been suggested, however.

Each tournament is susceptible to many variations and probably is played somewhat differently in different sections of the country. There are no hard-and-fast rules. Undoubtedly there are many other forms of competition not listed here which have proved popular. The USGA JOURNAL invites additional suggestions.

## EARLY SEASON EVENTS

**Get-Acquainted Tournament** — Each player must select as his partner a man with whom he never has played. They play a stroke play round as a team, the score usually being based on their better ball, with gross and net prizes. Each team is paired with another so that play is in groups of four.

**Field Day**—Each member brings three guests for the play, and usually for din-

ner. The play may be by teams of four, each member and his guests matching their best ball against that of the other groups, or it may be individual handicap stroke play. Additional prizes may be awarded for the best guest scores. The event is an excellent means of interesting visitors in membership.

## INDIVIDUAL EVENTS

**Handicap Medal Play**—Players play 18 holes at stroke play. Prizes may be awarded for best gross and net scores. Full handicaps are used.

**Nassau Tournament**—This is similar to the handicap medal play except that prizes are awarded for the best first nine, the best second nine, and the best 18 holes. Full handicap is used for 18-hole scores and half handicap for nine-hole scores. The advantage is that a player making a poor start, or tiring at the finish, may still win a prize for his play on the other nine.

**Match Play vs. Par**—Each player is allowed 85% of his handicap, the strokes to be taken as they come on the card. It is helpful if the card is marked at the start of play. The player then plays the full 18 holes against par, using the handicap strokes. The winner is the player most "up" on par at the finish.

**Drop-Out Tournament**—This is similar to the match play vs. par tournament. Each player is allowed 85% of his handicap, the strokes to be taken as they come on the card. The player then plays against par. The difference is that a player remains in the contest only until he loses a hole to par. The winner is the player going farthest around the course.

**Flag Tournament**—Each player is given a small flag, with his name attached to the flagstick. Using his full handicap, he plays until he has used the number of strokes equalling par plus his handicap. He plants the flag after using his quota of strokes, playing an extra hole or two if necessary. The winner is the player who plants his flag farthest around the course. A variation is to award equal prizes to all players who hole out at the 18th green within their allotted number of strokes.

**Kickers' Tournament**—The committee draws a number, advising players that it was, for example, between 60 and 70. Players select their own handicaps without knowing exactly the number drawn. The player whose net score equals, or is closest to, the number drawn is the winner. This is a good type of tournament to schedule when accurate handicap information for a large percentage of the players is not available.

**Throw-Out Tournament**—At the conclusion of play, each player is allowed to reject his three (or any desired number) worst holes. Handicaps usually are reduced in proportion to the number of holes which may be rejected. The winner is the player with the lowest score for the 15 holes (or the desired number) finally selected.

**Blind Hole Tournament**—The winning score is based on only nine holes, selected individually from among the 18 to be played. The holes are not selected until after all players have left the first tee, so that the players have no knowledge of the holes that will count until they have finished play. Half handicap usually is used to compile net totals.

**Point Tournament**—Players use full handicap, taking the strokes as they come on the card. Eight points are awarded for an eagle, six for a birdie, four for a par and two for a score one over par, on a net basis. The winner is the player with the highest number of points. The origin of this event is credited to the Tin Whistles, an organization of Pinehurst golfers, and it is known there as a Par-Bogey tournament.

**Most 3s, 4s and 5s**—Players use full handicaps, taking the strokes as they come on the card. Prizes are awarded to the players scoring the most net 3s, the most net 4s and the most net 5s.

**Fewest Putts**—Only strokes taken with a putter on the putting surface are counted. No handicaps are used. The winner is the player using fewest putts.

**Syndicate Tournament**—The field is divided into classes according to handicaps; Class A may be men with handicaps of 7 and under; Class B, 8 to 15; Class C, 16 to 24, etc. The player who makes the lowest score in his class on a hole wins a syndicate. Syndicates may be cumulative; in the event that one or more holes are tied, those syndicates go to the player next winning a hole. Each player pays an entry fee of one golf ball; the total balls in each class are divided by 18 to determine the value of a single syndicate, and each player's prize is determined by the number of syndicates he has won.

**Selected Score**—Each player plays 36 holes. From his two cards, he selects his best score on each hole. The winner is the player with the lowest total score for the selected 18 holes. If net prizes are awarded, three-quarters of handicaps usually is enough. This event may be completed in a day or extended over a weekend.

**No Alibi Tournament**—Instead of deducting his handicap at the end of the round, each player is allowed to replay during the round the number of shots equalling three-quarters of his handicap.

A stroke replayed must be used even if it is worse than the original; it cannot be replayed a second time.

**Replay Tournament**—This is a variation of the No Alibi Tournament. Instead of allowing a player to replay a given number of his worst strokes, an opponent is designated for each player and the opponent is allowed to recall a given number of the player's best shots and ask that they be replayed. For Class A players, 9 strokes may be recalled; Class B, 6 strokes; Class C, 3 strokes. If the competition is conducted at medal play, each opponent must, of course, exercise all his recall options.

**Consolation Tournament**—This is held at the end of the season on any basis desired. The only players eligible to compete, however, are those who have not won a tournament prize during the season.

## TEAM EVENTS

**Four-Ball Medal Play**—This is similar to individual handicap medal play except that players are paired in two-man teams, and their better ball on each hole is the team score. Strokes are taken by each player as they come on the card, using full handicaps. Many of the other tournaments listed above for individuals can be adapted to four-ball play. In addition, a group of four players can compete as one team, either at medal play or against par.

**Scratch and Scramble Tournament**—Play is at four-ball, medal. On each hole, partners' scores are added and divided by two to obtain the team's score. Play is more interesting if players with high and low handicaps are paired. The handicap of each team is usually obtained by totaling the two handicaps and dividing by two.

**Speck Tournament**—Players are teamed as in four-ball match play. Each team is credited on each hole with one speck (a) for the longest drive in the fairway, (b) for getting the first ball on the green, (c) for having the closest ball to the pin on the approach shot, (d) for a one-putt green, and (e) for the lowest score on the hole. The team having the most specks at the end of the 18 holes wins an appropriate token, usually in golf balls, from the team with which it was paired.

**Mixed Foursomes**—These are a standard Sunday afternoon feature at many clubs, and they are now played in three ways. The official way is for the partners to alternate driving from each tee and then to play alternate shots until the ball is holed. The game is perhaps more enjoyable for average golfers if both partners drive from each tee and select which ball to play thereafter. A third method was introduced recently at Oyster Harbors (Mass.) and Pinehurst by Mr. and Mrs.

Richard Chapman with interesting results. The Chapmans both drive from each tee, and then each plays a second shot with the other's ball. After the second shots, a choice is made regarding the ball with which the hole will be completed, alternate shots being continued, of course.

### SEASON EVENTS

**Ringer Tournament**—A player builds his total over the season by posting his lowest score on each hole. Scoring is on a gross basis.

**Round Robin Tournament**—Each entrant plays every other entrant at handicap match play during the season; allow 85% of the difference between handicaps in each match. A time limit usually is set for completion of each round; a player who cannot meet an opponent within the time limit forfeits the match but may continue in the tournament. The winner is the player winning most matches.

**Ladder Tournament**—The names of all players are listed in order, according to handicaps, at the start of the season, those having the same handicap being listed alphabetically. A player may challenge any one of the three players immediately above him to an 18-hole match. If he wins, they exchange places. If he loses, he may not challenge again until he has defended his own position against a chal-

lenge from below. Play is usually carried out without handicaps.

**Goat Tournament**—Each member of the club is given an inexpensive token in the form of a goat, with his name on the reverse side. Any player may then challenge another to a handicap match, the winner to get the loser's "goat." After a player has lost his "goat," he may continue to challenge in an attempt to get another player's "goat." However, if he should lose and not have a "goat" with which to pay, he must purchase a "kid" for a nominal amount from the professional and give up the "kid." The "kid" is convertible into merchandise in the professional's shop. Only players with a "goat" in their possession may be challenged, and players usually are not required to accept a challenge more often than once a week. Records of "goat" play and the current location of the each "goat" usually are posted so that a player may know who has his "goat" and who has the most "goats." The winner is the player holding the most "goats" at the end of the season.

**Pro vs. Members**—The club professional agrees to play a handicap match against each member as he is challenged, making a nominal charge for each round. The professional plays from scratch. The member making the best showing in his match receives a prize from the professional at the end of the season.

## A Single Code of Rules

When the Western Golf Association's 31st Junior Championship opens June 15 at Purdue University, play will be under USGA Rules of Golf for the first time since 1921, with one exception—stymies will not be played.

For all its competitions the Western Association has abandoned the "Western Rules" adopted 27 years ago, except for the stymie. Maynard G. Fessenden, WGA President, says: "When we received the USGA request for compliance with the Rules of Golf, we gave it immediate attention."

In 1921 the Western deviated from the established Rules by adopting a penalty of distance only for a ball lost or out of bounds and by discontinuing stymies. Other "Western Rules" have permitted lifting and cleaning a ball on the putting surface, and lifting and dropping without penalty a ball in a hole made by a burrowing animal.

Last year in the Western Open the penalty for an unplayable ball was loss of distance only.

USGA Rules provide a stroke-and-distance penalty for a ball lost or unplayable. USGA Rules provide for loss of distance only for a ball out of bounds (until 1947 the penalty was stroke and distance, but the penalty stroke was remissible by local rule). The USGA has for many years adopted a burrowing-animal-hole local rule for its Championships, and this year has incorporated it in the Rules of Golf.

Except for our old friend, the stymie, the USGA's request for nation-wide acceptance of a single code of Rules of Golf apparently has been fulfilled. A single code can be revised when necessary, but several codes lead to chaos.

All this is illustrative of how differences may be settled within the golf family for the general good of the game.