

Tournaments For Your Club

A varied, attractive and full tournament program can return great dividends to every club in member interest and sociability.

The USGA JOURNAL presented a list of 27 types of tournaments three years ago as suggestions to club committees. This proved such a popular article we had reprints made and mailed them out upon request. These reprints in turn have been in such demand we have revised the list, added two more events, and herewith we publish it again.

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 and interclub and intra-club team matches.

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 dinner. 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 designated 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 designated 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 handicaps, 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 handicap, 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.

String Tournament — Each player or each side is given a piece of string in lieu of handicap strokes. The string is measured to allow one foot for each handicap stroke. The player or side may advance the ball by hand to a more favorable spot at any time, measuring the distance the ball was moved with the string and cutting off the length used. When the string is used up, the player is on his own. The string may be used on the putting green to advance the ball into the hole, or it may be used to inch away from a difficult lie through the green or in a hazard.

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. Some clubs give a prize to every player in the tournament.

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 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.

Mixed Blind Partners — This is an 18-hole medal play round with full handicaps. Players may play with anyone of their choice. But partners are not drawn until the last group has teed off, so a player does not know his partner until he has finished. Winners are the team with lowest combined score after deducting both handicaps.

SEASON EVENTS

Ringer Tournament — A player builds his total over the season by posting his lowest

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NOW — A BOOK FOR GREEN CHAIRMEN, TOO!

The new USGA-sponsored book **TURF MANAGEMENT** is being acclaimed by many Green Committee Chairmen as "just what we've been looking for". For the benefits to be derived from reading the book, the price tag of \$6.00 is very reasonable. McGraw-Hill, the publisher, reports greatly stimulated sales since turf people began to learn the book is available. At turf conferences all over the United States **TURF MANAGEMENT** is one of the foremost topics of conversation.

TURF MANAGEMENT, with its wealth of illustrations and information on all phases of turf management, belongs in the library of every turf enthusiast. The way in which it is written makes it understandable to everyone. Prof. H. B. Musser, of Penn State, who authored the book, had generous assistance from O. J. Noer, Herb Graffis, Marshall Farnham and Fred V. Grau. These four men constituted the Editorial Board. Golf course architects Robert Bruce Harris and Robert Trent Jones prepared the authoritative chapter on architecture. No one should miss Chapter 12 on Golf Course Operation, prepared by outstand-

COMING EVENTS

- April 16-17: Montana-Wyoming Turf Conference, Butte, Mont. R. Manfred Peterson.**
- April 26-27: Northern California Turf Conference, University of California, Berkeley, Cal. J. J. McElroy.**
- April 30 - May 1: Southern California Turf Conference, University of California, Los Angeles, Cal. V. T. Stoufemyer.**
- May 10-11: Southeastern Turf Conference, Tifton, Ga. Glenn W. Burton.**
- Aug. 27-31: American Society of Agronomy Annual Meetings, Pennsylvania State College, State College, Pa. L. G. Monthey, Madison, Wis.**
- Oct. 24-26: Central Plains Turf Foundation Turf Conference, Manhattan, Kans. L. E. Lambert.**

ing golf course superintendents Farnham, Glover, Baumgardner, Van Gorder and Gerber.

TURF MANAGEMENT may be purchased at your local bookstore or ordered directly from the United States Golf Association, 40 East 38th St., New York 16, N. Y.

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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 challenge 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 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.