



Tournament Descriptions

2-Man Best Ball Championship (90% HDCP – Tees determined by current tee policy):

This is a 36-hole gross/net event, 18 holes on Day 1 and 18 holes on Day 2. Each player on the team plays their own ball throughout the round and on each hole the low score – or “best ball” of the group serves as the team score. This Championship will be conducted on a gross and net basis.

2-Man Ryder Cup (60% HDCP):

Each team consists of two players. This is an 18-hole gross and net event. The format will include a modified alternate shot (both players hit tee shots, alternate shots from there) the first 6 holes, scramble the next 6 holes and two-man best ball format the final six holes.

If there are 40 or more players there will be two flights which are evenly distributed by team combined course handicap. Otherwise, there will only be one flight.

4-Man Best Ball Championship (80% HDCP – Tees determined by current tee policy):

This is a 36-hole gross/net event, 18 holes on Day 1 and 18 holes on Day 2. Each player on the team plays their own ball throughout the round and on each hole the low score – or “best ball” of the group serves as the team score. This Championship will be conducted on a gross and net basis.

4 Man Progressive Best Ball (90% HDCP):

In this event each member of the team plays his ball throughout. But a 3 hole rotation exists for determining how many scores are used to create the team score. On the first hole, the one low ball counts as the team score. On the second hole, the two low balls count as the team score. On the third hole, the three low ball scores count as the team scores. This cycle continues throughout the 18 holes.

If there are 80 or more players there will be two flights which are evenly distributed by team combined course handicap. Otherwise, there will only be one flight.

4-Man Shamble (60% HDCP):

Each team will consist of 4 players. A shamble is a type of golf format that combines elements of a scramble with elements of regular stroke play. Like in a scramble, all members of a team tee off and the best ball of the four tee shots is selected. All players play from the spot of the best ball. From this point, the hole is played out at stroke play, with all members of the team playing their own ball into the hole.

If there are 80 or more players there will be two flights which are evenly distributed by team combined course handicap. Otherwise, there will only be one flight.

Best Ball (2-Man: 90% HDCP or 4-Man: 80% HDCP):

Each player on the team plays their own ball throughout the round and on each hole the low score – or “best ball” of the group serves as the team score. These tournaments will be conducted on a gross and net basis.

If there are enough teams for two flights they will be evenly distributed by team combined course handicap. A 4-Man Best Ball requires 80 players to have multiple flights, a 2-Man Best Ball requires 40 players to have multiple flights.

Club and Flight Championships (White Tees except Championship Flight (Blue)):

This is an individual gross only event (except E flight, which is played as Net only). Scoring is by designated flights (e.g. Championship, A, B, C, D, E). The Club and Flight Championships are a 54-hole event and members will be required to commit to all three days when signing up for the event. Any member can play in the Championship Flight, if they declare to do so prior to the start of the tournament. However, their score will only be eligible in the Championship Flight, not in their respective handicap flight. Members must play 5 Men’s Club rounds prior to the Club Championship in order to be eligible. Mid-Season members are not eligible for this event.

Fall Classic Championship (Scramble/Best Ball: 40%/90% HDCP - Tees determined by current tee policy):

This is a 36-hole gross/net event, 18 holes on Day 1 and 18 holes on Day 2. The format will include a scramble the first 18 holes and two-man best ball format the second 18 holes. This Championship will be conducted on a gross and net basis.

For the scramble event, each team member drives and the best drive is selected. Each team member plays a second shot from the spot where the selected drive lies and the best second shot is selected. The process is repeated until the hole is completed. The hole is completed when the ball enters the cup, therefore do not putt out unless your team members have putted.

In the best ball format each player on the team plays their own ball throughout the round and on each hole the low score – or “best ball” of the group serves as the team score.

Father's Day Classic (40% HDCP):

(2-Man Scramble) Each team consist of two players. On each hole, each team member drives and the best drive is selected. Each team member plays a second shot from the spot where the selected drive lies and the best second shot is selected. The process is repeated until the hole is completed. The hole is completed when the ball enters the cup, therefore do not putt out unless your team members have putted.

This event will feature the "bring a relative" option. The intent is to have fathers playing with their sons or daughters and to promote junior golf. To facilitate this, each two-person team will consist of one member and either their Father, Grandfather, Son or Daughter or Grandchild. The Minimum age for the child is 10. The event will be divided by three age categories: child age 10-13, age 14-17, age 18 and over.

Hate 'em:

This is a variation of an Individual gross/net event in which the player selects 4 holes (2 on each side) to take "pars" on prior to teeing off. The score made on that hole will be irrelevant and par is recorded. Otherwise, the event is scored like any other Individual Stroke Play event.

Individual Stroke Play:

This is an individual gross and net event. The player plays his own ball and his score alone counts toward the total.

If there more than 30 players, we will use the standard 5 flights for scoring the event. If <30, the number of flights will be based on the amount of players.

Individual Match Play Championship (100% HDCP – Tees determined by current tee policy- Player must play same tees for all matches):

Qualifying for this event is based on net score only. Ties in qualifying will be broken using USGA tiebreaking procedures (Last 9 holes, Last 6 holes, Last 3 holes, etc.). The best 63 match play scores will qualify for the event. The defending champion is an automatic qualifier.

After the 64 qualifiers are determined, they will be broken into 4 brackets of 16 players based on handicap (e.g. Lowest 16 handicaps in one bracket, next 16, etc.) From there, each group of 16 is ranked by qualifying score and the match play brackets are filled out. If there are less than 64 participants, byes will be awarded based on qualifying score.

The higher handicap will receive the differential in strokes. Example: Player A's course handicap is 15, Player B's is 17. Player B will receive 2 strokes (on Holes 14 and 7).

Interclub Events:

A team of 20 Men's Club members is formed to take on rival Men's Clubs. These will be two day events (one day at Topstone and the other on the road) and commitment is required for both days. Each team member will play

an individual match on one day and a 2 Man Best Ball match the other. To the victors go the spoils, the winning team gets possession of the Interclub trophy for the year.

Modified Alternate Shot (50% HDCP): On each hole, each team member drives and the best drive is selected. The player's drive that was not selected will play the second shot. Shots will be alternated until the hole is completed.

If there are 40 or more players there will be two flights which are evenly distributed by team combined course handicap. Otherwise, there will only be one flight.

President's and Jim Owens Memorial Senior Cup Championships (Tees determined by current tee policy):

These are individual net score only tournaments. Both events are 18 hole stroke play events. Eligibility for the Senior Cup is that the member must be 50 years or older when the tournament begins. All members are eligible for the President's Cup.

Scramble (2-Man: 40% HDCP or 4-Man: 10% HDCP):

Each team consists of two or four players. On each hole, each team member drives and the best drive is selected. Each team member plays a second shot from the spot where the selected drive lies and the best second shot is selected. The process is repeated until the hole is completed. The hole is completed when the ball enters the cup, therefore do not putt out unless your team members have putted.

If there are enough teams for two flights they will be evenly distributed by team combined course handicap. A 4-Man Scramble requires 80 players to have multiple flights, a 2-Man Scramble requires 40 players to have multiple flights.

Seniors/Super Seniors/Legends Championship (Tees determined by current tee policy)

This is the Club Championship for the seniors. This event is an 18 hole Gross only event to determine a champion for 3 age related flights. Seniors will be from 50 to 59 years old. Super Seniors will be from 60 to 69 years old. And Legends will be 70 years and older.

Stableford:

An individual gross/net tournament based on points attributed to the player's hole-by-hole scores.

Points are scored as follows:

Double Bogey or higher: -1 Points

Bogey 1 Points

Par: 2 Points

Birdie: 3 Points

Eagle: 5 Points
Double Eagle: 10 Points

If there more than 30 players, we will use the standard 5 flights for scoring the event. If <30, the number of flights will be based on the amount of players.

Team Match Play Championship (Qualifying/Match: 90%/80% HDCP – Tees determined by current tee policy- Player must play same tees for all matches): Qualifying for this event is based on team net best ball score. Ties in qualifying will be broken using USGA tiebreaking procedures (Last 9 holes, Last 6 holes, Last 3 holes, etc.). The best 31 match play scores will qualify for the event. The defending champions are an automatic qualifier.

After the 32 qualifiers are determined they will be seeded by qualifying score. If there are less than 32 teams, byes will be awarded to the highest seeds. Handicap strokes given during the matches will be done off the lowest handicap's course handicap.

Example:

Team A (80% course handicaps)

Player 1: 4

Player 2: 8

Team B (80% course handicaps)

Player 3: 10

Player 4: 12

Player 2 gets 4 strokes (8 minus 4), Player 3 gets 6 strokes, Player 4 gets 8 strokes.