



BHSML 2023 Tournaments

1. The June and September tournaments will be shotgun starts with lunch afterward.
2. Teams short a player will be assigned a blind player by Golf Genius. The blind player will be from the same “flight” as the missing player .
3. Top 4 teams will share the pool.
4. Payouts for tournaments are Pro-Shop Credit

Date	Tournament	Rules
5/10/23	3 Man, Best Ball	<ol style="list-style-type: none"> 1. Four (4) man teams assigned by the league 2. All players play their ball into the hole. Record gross score. 3. Scoring: Best 3 net balls on each hole are scored by Golf Genius
6/7/23	2 Man team: Alternate shot <ul style="list-style-type: none"> • Shotgun Start • Lunch & Spring meeting follows. 	<ol style="list-style-type: none"> 1. 2- Man teams will be formed by the League (balanced for handicap) 2. Players will alternate all drives and alternate shots <ol style="list-style-type: none"> a. Player #1 drives on odd # holes, #2 on even #. 3. This will be a shotgun start tourney, followed by spring meeting and luncheon.
7/12/23	4 Man team; 3-Man Lone Wolf (Hot Ball)	<ol style="list-style-type: none"> 1. Each player plays his own ball from tee to hole for all 18 holes. 2. In a fixed 4-hole rotation, starting with the lowest handicap player on the first hole played, one player will be selected as the Lone Ranger for that hole. <ol style="list-style-type: none"> a. Example: <ol style="list-style-type: none"> i. Lone Ranger would be: "A" player holes 1,5,9,13,17; ii. "B" Player holes 2,6,10,14,18; iii. "C" Player 3,7,11,15; iv. "D" Player holes 4,8,12,16. 3. The scorecard will be marked with the Lone Ranger for each hole. <p>Scoring:</p> <ol style="list-style-type: none"> 1. Record Individual gross scores for each hole. Individual gross scores do not need to be totaled as they will not be entered into GHIN. 2. Scoring for the hole is the Lone Ranger score PLUS the two best Net Scores of the remaining players.
9/20/23	End-of-Season Scramble <ul style="list-style-type: none"> • Shotgun Start • Lunch & Annual meeting follows. 	<ol style="list-style-type: none"> 1. All players tee off. Select the preferred shot. All players hit their next shot within one club length of the selected ball position. 2. Continue until a ball is holed. For putts on the green, all balls should be played from the same marked position. 3. Each Player must contribute a minimum of 3 selected tee balls for the round. Keep track of the tee balls by person on the scorecard. Teams not keeping track of tee balls used will be penalized by 2 strokes per violation. <p>Scoring:</p> <ol style="list-style-type: none"> 1. Record one Team gross score per hole. 2. Total the Team hole by hole scores for the round and circle the result.