

BHSML Tournament Schedule and Games

Schedule:

May 20, 2020	Best Ball Shamble
June 17, 2020	4-Man, 2 Best Balls Net
July 15, 2020	4-Man Team: 3 Balls Net, Stableford Scoring
Sept 2, 2020	4-Man Team: 3 Best Ball Net, Lone Ranger (Hot Ball)
Sept 23, 2020	4-Man Team: Scramble

Tournament Guidelines and Rules

General Guidance: (Applies to all tournaments)

1. Tournaments are normally Shotgun start with a 7:30 tee time. Specifics will be posted prior to the tournament and on the BHSML web site.
2. All Play is from Gold Tees.
3. Play the ball as it lies — exception by Senior League Local Rules.
4. Putts will be putted out on all holes.
5. Use scorecard provided by the league to record tournament scores.
6. Pace of Play:

The expected pace of play is 4 hours and 10 minutes (maximum), which works out to about 14 minutes per hole. Be sure your group plays ready golf and keeps up with the group ahead of you. Play by the New Rules of golf when looking for lost balls, 3 minutes for searching of ball.

4-Man Team: Best Ball Shamble
Date: May 20, 2020

Format:

1. Each player plays his own ball from the tee for all 18 holes,
2. The best drive is then chosen. From that point, each player plays his ball into the hole.
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.
4. The team score will be the best 4 net scores on each hole.

Guidance for 3-Person Teams:

1. Each player will play own ball.
2. The score for the missing player will be determined by a blind draw with pool for the draw being the equivalent player on other teams (example: If the B player is missing, the score will be a blind draw from the other teams' B players.)

Scoring:

1. Record individual gross scores for each hole.
2. Two signatures are required for each scorecard.

4-Man Team: 2 Best Balls Net

June 17, 2020

Format:

1. Each player plays his own ball from tee to hole for all 18 holes.
2. The team score will be the best 2 net scores on each hole.
3. Since only two scores are needed for each hole, in the interest of speeding up play, players should "pick up", if and when, it becomes clear their net score will not be one of the best two net scores.

Guidance for 3-person Teams:

1. Each player will play own ball.
2. The score for the missing player will be determined by a blind draw with pool for the draw being the equivalent player on other teams (example: If the B player is missing, the score will be a blind draw from the other teams' B players.)

Scoring:

1. Record individual gross scores for each hole.
2. Two signatures are required for each scorecard.

4-Man Team: 3 Balls Net, Stableford Scoring July 15, 2020

Format:

1. Each player plays his own ball from tee to hole for all 18 holes.
2. Stableford points are earned on each hole based on the following scores:
 - a. Net Double Bogey or Worse = Minus 3 points
 - b. Net Bogey = Minus 1 Point
 - c. Net Par = Zero Points
 - d. Net Birdie = 2 Points
 - e. Net Eagle = 5 Points
 - f. Net Double Eagle = 8 Points

Guidance for 3-person Teams:

1. Each player will play own ball.
2. The score for the missing player will be determined by a blind draw with pool for the draw being the equivalent player on other teams (example: If the B player is missing, the score will be a blind draw from the other teams' B players.)

Scoring:

1. Record Individual gross scores for each hole.
4. Two signatures are required for each scorecard.

4-Man Team: 3 Best Ball Net, Lone Ranger (Hot Ball) September 2, 2020

Format:

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.
 - a. Example:
 - 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 holes 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.

Scoring:

1. Record Individual gross scores for each hole.
2. Scoring for the hole is the Lone Ranger score PLUS the two best net scores of the remaining players. (The score will be calculated by the Tournament software)
3. Two signatures are required for each scorecard.

4-Man Team: Scramble September 23, 2020

Format:

1. All players tee off. Select the preferred shot. All players hit their next shot within one club length of the selected ball position.
 - If a selected ball is in a penalty area, play the first shot as it lies and place the other balls within one club length, also in the penalty area).
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 three **(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.

Guidance for 3-person Teams:

1. 3-Man teams players alternate the fourth shot on a hole by hole basis.
 - a. Each player must contribute a minimum of four **(4)** selected tee balls for the round.
2. After the drive, the only extra shot will be a putt.
 - a. ***This is a change from previous years. Each player plays only one shot on approach shots(s).***
3. The player who took the extra drive is awarded an extra putt on each round of putting.

Scoring:

1. Record one Team gross score per hole.
2. Total the Team hole by hole scores for the round and circle the result.
3. Two signatures are required for each scorecard.