



HPWGA Tournament Formats

Golf Genius

For all games, the official score person will record on the official scorecard the gross score for each player for each hole (putts too for Low Putts). Another player will keep a backup card to compare scores throughout and at the end of the round. Once the official scorecard is signed and turned in, those are the scores. Any dispute must be handled on the course.

Maximum scores on par 3 = 7, par 4 = 8, par 5 = 10. Players will pick up at maximum score for each hole for all games **except the low putts game. For that game, all players must hole out.**

Golf Genius computes the total gross and net scores, posts your gross scores to GHIN for your handicap, maintains Ringers, tracks birdies and the winners of each game. Chip-ins and closest to the pin are hand scored & maintained in Golf Genius too. A player may keep their own scorecard if they wish.

Best 1 of 2: (teams of 2) The official scorer will record the gross score for each player for each hole. Players will pick up at max score. Golf Genius will determine the best net score of the two partners for each hole. Each pair will have one score per hole for the game. Lowest team net score wins. The teams of 2 should be composed of players with similar handicaps.,

Best 2 out of 3 or 4: (teams of 3 or 4) The official scorer records the gross score for each player on each hole. Players will pick up at max score. Teams must be the same size - 3 or 4. Golf Genius will determine the two lowest net scores per hole for the team. Lowest team score wins.

Forget a Ball at Home: (individual) The official scorer records the gross score for each player on each hole. Players will pick up at max score. Before teeing off each player chooses one hole to eliminate. The lowest net score of the remaining 17 holes wins.

Guess Your Gross Score: (individual) Before play begins, each player must write her guess for her gross score on the scorecard. The official scorer will record the gross score for each player for each hole. Players will pick up at max score. The winner is the player whose guess is closest to her actual gross score without going over the guess.

Low Gross/Low Net: (individual) The official scorer will record the gross score for each player for each hole. Players will pick up at max score. Prizes are awarded to the individual having the lowest gross score and the lowest net score. A player cannot win both low gross and low net.

Low Putts: (individual) The official scorer will record the gross score and the number of putts for each player on each hole. **For this game, the player must putt out.** The player with the lowest number of putts wins.

Mutt and Jeff: (individual) The official scorer records the gross scores on each hole for each player. Players will pick up at max score. The total lowest net scores of the Par 3's and the Par 5's wins. Golf Genius will automatically determine the winners.

Odd and Even: (individual) The official scorer will record the gross score for each player on each hole. Players will pick up at max score. Golf Genius will calculate the net score for odd holes on the front nine #'s 1, 3, 5, 7, 9 and even holes on the back nine #'s 10, 12, 14, 16, 18.

O.N.E.S.: (individual) The official scorer records the gross score for each player on each hole. Players will pick up at max score. Golf Genius totals the net scores on the holes that start with an O, N, E, and S (Hole #'s 1, 6, 7, 8, 9, 11, 16, 17, and 18) to determine the winner.

Orange Ball: (team) Each foursome is given one orange ball. Players on the team take turns using the orange ball. The team score is the sum of the net scores recorded by the players using the orange ball. When not playing the orange ball, players will play their own ball. Players will pick up at max score. The official scorer will record gross scores for each player for each hole. Golf Genius will compute the net score for the team. If a player loses the orange ball, she will take the penalty and continue on with her own ball. The team will be disqualified and their team scores will no longer be recorded.

Scramble: (team 2-4) The official scorer will record one gross score for the team for each hole. Players will pick up at max score. On each hole, each player on the team tees off. The best shot is chosen and then everyone plays their ball from that location. Each time the best shot is selected and everyone hits from that location. This continues until the ball is in the hole. The team with the lowest gross score wins.

Shamble: (team 2- 4) The official scorer will record the gross score for each player for each hole. Players will pick up at max score. On each hole, each player on the team tees off. The best shot is chosen. Everyone hits their second shot from the same spot and then each player plays their own ball for the rest of the hole. The lowest net score on each hole is the team score. The group with the lowest team score wins.

Stableford (Quota): (individual) The format consists of a point system: Hole in One=5; Eagle=5; Birdie=4; Par=3; Bogey=2; Double Bogey=1. The official scorer records the gross score for each player for each hole. Golf Genius converts the score in the points to determine the winners. Your score will not be posted to GHIN. **All players will pick up at double par for each hole.**

Step Aside Scramble: (team 3-4) The official scorer will record one gross score for the team for each hole. Players will pick up at max score. On each hole, each player on the team tees off. The best shot is chosen. The player whose drive is selected as best, steps aside for the next shot. This pattern continues until the ball is in the hole. All players putt once on the green.

T's and F's: (individual) The official scorer will record the gross score for each player for each hole. Players will pick up at max score. Golf Genius totals the net scores on the holes that start with a T or F (2, 3, 4, 5, 10, 12, 13, 14, and 15) to determine the winner.

Throw out Three Worst Gross Holes: (individual) The official scorer will record the gross score for each player for each hole. Players will pick up at max score. At the end of the round each player throws out her three worst net scores. Golf Genius will determine the net score for the remaining 15 holes. The lowest net score wins.