



COMPETITION FORMATS

Stableford

The Stableford format is a stroke play tournament that can be played as an individual or team event using a points system in which the goal is to gain the highest score. A Stableford uses a points system established in the Rules of Golf, under rule 32, and are as follows:

- More than 1 over fixed score (or no score returned) – 0 points [Double Bogey or Worse]
- One over fixed score – 1 point [Bogey]
- Fixed score – 2 points [Par]
- One under fixed score – 3 points [Birdie]
- Two under fixed score – 4 points [Eagle]

The golfer or team who has the highest score after 18 holes is the winner.

Match Play

Match play is a hole-by-hole competition where the golfer who makes the best score on the individual hole wins that hole. The player who wins the most holes throughout the match is the winner. In match play you are going up against your opponent in head to head competition.

Stroke Play

Stroke play is an 18 hole cumulative score competition where the golfer with the best overall score after 18 holes wins. In stroke play you are going up against the course and trying to out play your fellow competitors.

Better Ball

A Better Ball tournament involves teams of 2, 3, or 4 golfers and can be played as match or stroke play. Each team member plays their own ball throughout the round. After each hole, the lowest score from each team member is the score for that team on the hole. For instance, on a par 4 for team 1 golfer A makes a 5 while golfer B makes a 4 and team 2 golfer C makes a 3 while golfer D makes a 6; so team 1 would use golfer B's score of 4 and team 2 would use golfer C's score of 3. The team with the lowest best ball score at the end of 18 holes wins. Strong players, low handicappers or scratch golfers, could play individually against a 2 or 3 person team playing best ball.

With larger teams of 3 or 4 golfers you can play 2 Best Balls format, where you take the top two scores from the team members after each hole as the team score.

Alternate Shot (Foursome)

Alternate Shot format involves teams of 2 golfers. Players from each team alternate shots on each hole throughout 18 holes. Team mates alternate who hits the tee shot on each hole. For instance team 1 with golfers A & B: on hole 1 golfer A tees off, B hits 2nd shot, A hits 3rd shot, then B putts it in, and then on hole 2 B tees off, A hits 2nd, and so on.

Four Ball

Four Ball format is played with teams of two and uses a better ball scoring method. It can be played as either match play or stroke play. Each golfer plays their own ball during the entire match. For match play, at the end of each hole the golfer with the lowest score wins the hole for their team, earning a point. The team with the most points at the end of the round wins. An example: after hole 1, for team 1 player A scored 5 and player B scored 6, for team 2 player C scored 4 and player D scored 5. Player C has won hole 1 for team 2, earning their team a point. For stroke play, the team's score on each hole is that of the lowest scoring team member. The team with the lowest score at the end of the round wins.

Shamble

A Shamble format tournament can be played with teams of 2, 3, or 4. In a Shamble each golfer tees off on every hole. The team then selects their best drive and each team member plays their second shot from there. After the second shot each golfer plays their own ball for the remainder of the hole. For example, players A & B are on a team, both A & B tee off, A hit the better drive so they select to take their second shot from A's spot, both A & B hit from A's spot, and play their own balls throughout the rest of the hole.

Flags

A Flags tournament is a format in which each golfer starts the round with a designated amount of strokes and plays until they run out. Each golfer in the tournament carries a flag with their name on it as they play and uses it to mark where their final shot landed. The player who makes it through the course the farthest using their designated strokes wins.

The number of strokes a player starts with is determined using the player's full or partial handicap. For a player with a handicap of 19 they would receive 91 strokes at a par-72 course using full handicaps. When using full handicap there's a higher probability many golfers will make it through all 18 holes with strokes still left. In that case, players with remaining strokes would return to the 1st tee and continue until they use up all their strokes. Alternatively, after 18 holes players can stop and the golfer with the most strokes left over wins.

In the event of a tie, where multiple players have run out of strokes on the same hole, like the 18th hole, then the player with their final shot closest to the hole wins.