

SBMN Tournament Rules and Procedures

The SBMN will use USGA standards and recommendations whenever possible in the conduct of tournaments. Gross scores will be written on the scorecard and entered into Golf Genius. In case of discrepancy, the submitted paper scorecard will prevail. Golf Genius will be used to calculate and determine winners.

All ties will be broken using the [USGA recommendation](#) of matching cards to determine the best score on the last six holes. If still tied, the best score on the last three holes. If still tied, the best score on the last hole. If still tied, it is last hole to first hole.

If blind draws are needed for a team event because of an uneven number of players or player withdrawals, the blind will be chosen based on the closest appropriate handicap index from the participating players.

Golf Tournament Formats

A. Individual Stroke Play

In stroke play, the golfer counts each stroke on a hole, until the ball is in the cup. Those strokes are written on the scorecard and entered into Golf Genius. At the end of the round, the strokes are added together for the total gross score. A [95% handicap allowance](#) is applied to the golfer's course handicap.

B. Two Person Scramble

In a two-person scramble, each player tees off, the best of the tee shots is selected and both players play their second shot from this spot. This process is repeated until the ball is holed. **Two tee shots required per person.** Team handicap calculated by taking [35% of Player A and 15% of Player B](#).

C. Four Person Scramble

- In a four-person scramble, each player tees off, the best of the tee shots is selected, and all the players play their second shot from this spot. This process is repeated until the ball is holed. **One tee shot required per person.** Team handicap calculated by taking [25% of Player A, 20% of Player B, 15% of Player C and 10% of Player D](#). The teams with only 3 players, in rotation, 1 player will hit 2 shots on 3 holes.
- Player 1 will hit two shots on hole #1, 4 & 7
- Player 2 will hit two shots on #2, 5 & 8
- Player 3 will hit two shots on #3, 6 & 9

D. Florida Scramble

In a Florida Scramble, the twist is the player whose shot is selected doesn't get to play the *next* shot. **One tee shot required per person.** So, in a Florida Scramble with teams of four, all four players tee off, the best shot is selected, and then only three players hit their second shots. This process is repeated until the ball is holed. from this spot. This process is repeated until the ball is holed. **One tee shot required per person.** Team handicap calculated by taking [25% of Player A, 20% of Player B, 15% of Player C and 10% of Player D](#).

E. Two/Four Man Shamble (modified scramble)

All members of a team tee off and the best drive is selected. **Two tee shots required per person for a two person shamble, one tee shot per person for a four person shamble.** All players move their ball to the spot of the best ball. From this point all members of the team play their own ball into the hole. Each player will record a score. For a two person shamble, 75% of each handicap is used. For a four person shamble, 65% of each handicap is used.

F. Beat the Pro – Individual Stroke Play

Men's Niners compete against a SaddleBrooke pro in an individual stroke play format. Gross scores are written on the scorecard and entered into Golf Genius.

G. Two/Three/Four Team Best Ball

Best ball can be played using two, three, or four person teams. Each player on the team plays his own ball throughout the nine holes. The best net score among teammates is calculated in Golf Genius and used on each hole and added to produce a team total score. [For a two person best ball, 85% of course handicap is used. For a three or four person best ball, 100% of course handicap is used.](#)

H. Two Member Team Chapman

In the Chapman System, both players on a team tee off, then they switch balls. Player A plays Player B's tee shot, and vice-versa. After each player hits their second shot, select the better of the second shots, and from this point until the ball is holed they play only one ball in an **alternate shot** format. Whomever's ball is selected; the other player hits the next shot. Team handicap is calculated by taking [60% of Player A and 40% of Player B](#).

I. Two Team Alternate Shot

Format in which a two-person teams alternates hitting the same golf ball. On the succeeding hole the person whose turn is next will tee-off. (A modified format will have one member tee-off on even numbered holes and the other member tee-off on odd numbered holes, or choose who will tee off first, then play the alternate shot from then on.)

J. Four Team Lone Ranger

In Lone Ranger, a team of four tee off in a competition. On each hole, two scores are combined to create one team score. One of those scores is from the person playing the so-called "Lone Ranger" ball. The second score used is the low ball (i.e., low score) of the other three players on the team. The two scores are added together for the team score. Player handicaps (95%) are used in the format. Before teeing off in Lone Ranger, players are designated A, B, C and D, and the "Lone Ranger" ball rotates among players throughout the round (A on the first hole, B on the second, and so on). If you are a threesome your fourth will be a blind draw.

K. Best Ball (s) by Par –

From each foursome, count the best three net scores on par threes, the best two net scores on par fours, and the best single net score on par fives. The players will just write/enter their gross scores for each person on each hole as usual.

L. Stableford:

In Stableford scoring, points are awarded to each individual based on the number of net strokes taken on each hole. Double bogey or worse: 0 points. Bogey: 1 point. Par: 2 points. Birdie: 3 points. Eagle: 4 points. Double Eagle or better: 5 points. Highest total score wins. This format allows you to pick up your ball once you reach net double bogey, and allows you to focus on accumulating points rather than dwelling on bad holes. 95% handicaps are used.