

Avoid Monotony in Your Season's Golf Schedule

SO MANY requests have come in to GOLFDOM for copies of our February, 1928 issue, in which appeared a complete classification of the more popular types of golf events, that the issue is entirely exhausted. The requests, however, continue to pour in.

Accordingly we are reprinting the article herewith. Several entirely new events have been added.

ABOUT this time every year the sports and pastimes committees of the clubs throughout the country are busily at work planning their schedules of golf events for the coming season. There are certain standard events that will appear in all these schedules, but the committees are always on the lookout for a little variety through the year and welcome knowledge of events that are a trifle different from the usual run.

ONE-DAY EVENTS

Individual Play.

(A)—*Medal play* (generally full handicap). On 18 holes; on odd numbered holes; on even numbered holes; on even holes first-9, odd holes second-9; on 3-par holes; on 4-par holes.

(B)—*Match play vs. par* ($\frac{3}{4}$ handicap or full handicap). On full 18-holes; on odd holes; on even holes; on even holes first-9, odd holes second-9, or vice versa; on 3-par holes; on 4-par holes.

(C)—*Blind bogey event*. Players estimate their own net scores before leaving first tee. Player closest to "blind" bogey figure selected by committee is winner.

(D)—*Kickers' tournament*. Contestants may re-play one shot on each hole, putts excepted.

(E)—*One-club event*. Players carry only one club (a midiron, mashie, or the like) and must use it for all shots on the round.

(F)—*Tombstone event* (sometimes known as a flag event). Each player is given a small marker at the first tee and continues to play until he has taken as many strokes as the par of the course, plus his handicap. The player leaves his marker wherever his ball lies after this last stroke and contestant going the farthest around the course is the winner.

(G)—*Fewest putts*. On this event shots

from outside the clipped surface of the putting greens are not considered putts.

(H)—*Most 3's, 4's or 5's on the round*.

(I)—*Sweepstakes*. Players entering the event sign up for one golf ball each. Player with best score takes three-quarters of the balls. Player with second best score takes balance.

(J)—*Point Tourney*. Players are awarded 3 points for each birdie scored, 2 points for each par, 1 point for each hole played in one stroke over par. Player under full handicap; winner is player with most points at end of round.

(K)—*Miniature Tourney*. Contestants, playing under $\frac{3}{4}$ handicap, play nine holes in morning to qualify. Are then divided into flights of 8 players each; three match-play rounds of nine holes each determine winner and runner-up of each flight.

(L)—*Obstacle Tourney*. Played with or without handicap. Each hole presents some obstacle, (such as a stake to one side of fairway that must be played around, or a barrel just short of the green that must be played through).

Twosome Play.

Many of the events listed above, under *Individual Play*, will apply equally well to twosomes and therefore will not be listed here. In addition there are the following special events for twosomes:

(A)—*Choice score*. On 18 holes, odd numbered holes, even numbered holes, or blind holes (generally half the holes of the course, but unknown to the players). In a twosome best-ball contest the score of the player taking the fewer shots, handicap considered, on a given hole, is used.

(B)—More interesting twosome events are where one ball is used, the two players stroking alternately. In such one-ball events all of the contests listed under

Individual Play may be used. The pairings for twosome play may be limited by special requirements. Among the more common combinations are father and son, pro and amateur, husband and wife, member and caddie. This last event is particularly recommended to clubs interested in fostering the good-will of their caddies. In such an event the caddie plays alternately with the member, the two of them using the same ball. A spirit of friendliness and co-operation cannot be more easily secured.

Foursome Play

(A)—*Foursomes* can compete, one against another, in a number of the events listed above for individual and twosome play.

(B)—*Monkey Foursome*. In this event each member of the foursome carries only a single club. One ball is played. Each member of the foursome, in rotation, plays the ball from wherever it happens to lie, and with whatever club he has chosen to carry with him on the round. Thus a player may be forced to putt with a mashie or drive with a putter. The four clubs generally carried are brassie, midiron, mashie and putter.

(C)—*Blind low-net foursome*. Contestants play 18 holes with whom they please. At conclusion of play, names are drawn from hat and grouped into foursomes; net scores are added to determine winning foursome.

Larger Groups

Team matches of any number of players are always interesting competitions. These matches may be against teams from other clubs or may be one end of the locker room against the other. Frequently the doctors, dentists, and lawyers in a club challenge the laymen to a team competition. Other combinations will readily suggest themselves.

Special One-Day Golf Events

(A)—*Driving contests*. Each contestant drives three balls from the same tee. A ball stopping in the rough is not counted. The distance of the other balls is added together and the contestant with the greatest yardage wins.

(B)—*Target contest*. This event is the test of players' approaching ability. A green is marked as a target with rings 5, 15, 25 and 35 feet from the cup. Each contestant approaches four balls from each of the following distances: 50, 75, 100, 150 and 200 feet. The idea is to make the

balls drop within the circles drawn on the greens; where the ball stops rolling is immaterial. The event is scored: five points for each ball within the 5-foot circle, three points for each ball within the 15-foot circle, two points within the 25-foot circle, and one point within the 35-foot circle.

EVENTS REQUIRING SEVERAL DAYS OF PLAY

(A)—*Match play events*. Under this head fall such tournaments as the club championship, the "southpaw" (or left-handers) championship, the junior championship, the women's championship and the caddie championship. In addition many clubs hold what are known as *class tournaments*, wherein the playing members are divided into classes, according to handicap and regular match play events are then played within each class.

(B)—*Choice score for the year*. Whenever a player negotiates a hole in fewer strokes than before that season, he draws a ring around the new figure on the score card and hands the card in to the tournament committee who post the new figure on a permanent chart. The player who has the lowest total score at the end of the season is the winner. Handicap strokes are allowed on the holes where they fall.

(C)—*Round robin*. Each player plays every other player once at match play. The contestant with the highest percentage of wins is the victor.

(D)—*Ladder event*. In this event the contestants are listed on a score sheet, one under the other, by lot. Any contestant is entitled to challenge the man listed above him to a match. If he wins, his name is posted above the name of the man he defeated. Thus the players, as they play their matches, are constantly shifting up and down as though on the rungs of a ladder, whence the name for the event. At the end of the season the player whose name is at the top of the "ladder" is the winner.

(E)—*Two-man team event*. The best 16 players in the club are paired so that their total handicap is approximately equal. This is done by the tournament committee, generally near the end of the season. These teams are then arranged as for a regular match play event and points are scored as in a Scotch foursome (one point for low ball, one point for total strokes on each hole). The winners are the two-man team champions of the club.