

Revise Events Program to Increase Members' Play

WHAT are you doing about planning your club competitive schedule for this season? It's been repeatedly proved there's nothing that increases golf play at a club like a lively competitive calendar will do the job.

The regular tournaments and sweepstakes often get so their appeal becomes limited to a comparatively small group of members. In the case of the class championships the players who are eliminated early sometimes lose interest in coming out to the club.

Many club competitive calendars are practically the same year after year, with only the dates changed. Now, with enlarged memberships a drastic revision of events for men, women and children would be good salesmanship at a lot of clubs. Club officials, pros and managers can work together in coordinating the golf program so it'll fit in with the house entertainment program and house facilities for handling meal and bar business attracted by an attractive schedule of golf competitive events.

Prize requirements of a good and extensive golf competitive program often baffle committees that have tight financial restrictions. Women committees generally can teach men plenty about how to stretch money in buying attractive prizes.

Experience of most successful club tournament committees is that it's the inscription on the prize rather than the prize itself which makes it a treasure for the winner to display.

Especially in the case of a pro going onto a new job is a pepped-up club tournament schedule important. It shows all the members the pro is interested and busy in providing them with more golf entertainment and more opportunities to win events despite the uncertain character of their performances.

A compilation of events prepared by Jack Fulton, Jr., for GOLFDOM, is reprinted for the help it'll give every club planning introduction of novel events in its 1946 events schedule.

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 figures selected by committee (generally between 70 and 80) is winner.

(D)—*Kickers tournament*. Contestants may re-play one shot on each hole, putts excepted. A variation is the *Alibi event*, in which the player may replay as many shots as the size of his handicap. Replays permitted anywhere during round.

(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, such as a flag, and continues to play until he has taken as many strokes as par of course, plus his handicap. The player leaves his marker wherever his ball lies after this last stroke and contestant going the farthest around course is 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 event sign up for one golf ball each. Player with best net score wins half the balls, runner-up wins one-third the balls, and third place wins one-sixth the balls.

(J)—*Point Tourney*. Players 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, 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).

(M)—*Mystery event*. Send players out without telling them what type of contest they are entering, other than informing them whether it is medal or match play. After all scores are in, release news of what the event was, and figure up the winner.

(N)—*Par Tourney*. Played under full handicap. On 10 holes of the course award 5 points for each par or better. On three other holes award 10 points for par or better. On three other holes there is a 5-point penalty for players who do not shoot par or better. On the remaining two holes make the penalty 10 points. Winner is player with most points.

(O)—*Replay Tourney*. Any ordinary type of event, with this added feature: each player has privilege of making opponent play over any four shots during round.

(P) — *Cross-Country Tournament*. Eleven holes are played, no hole in the usual route of playing the course. Tournament directions supplied each player read along these lines:

TOURNAMENT DIRECTIONS

One	From 1st Tee to 3rd Green
Two	From 2nd Tee to 10th Green
Three	From 11th Tee to 16th Green
Four	From 3rd Tee to 12th Green
Five	From 13th Tee to 4th Green
etc.	

(Q) — *Never-Was-Er, or Consolation*. May be any type of event committee selects, but open only to those players who have not won an event during the season, or ever in their golf career.

(R)—*Get-Acquainted Tourney*. 18-hole medal play with handicaps. Each entrant must play with a partner with whom he has never before been teamed.

(S) — *Syndicate Tourney*. Full handicap. After scores are posted, low net man of entire field on each hole wins a syndicate. Ties carried forward to next win hole and cumulate. Suggested entry: 90c (5c per hole.)

(T)—*Throw Out Tourney*. Medal play, handicap. Each player may throw out his three worst holes; i. e., only 15 holes counted.

(U)—*36-Hole Selected Score*. 36 holes medal play. From two cards, player selects best score each hole, then applies handicap.

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. A spirit of friendliness and co-operation cannot be more easily secured.

(C)—*Average Score*. 18-holes, medal play. Partners average their scores on each hole. Half strokes count. Half combined handicap allowed.

(D) — *Script Tourney*. Furnish each player with \$10,000 of stage money. Each player has a partner; play in foursomes. Pair with the most script after play is over wins. Wins and losses settled whenever incurred as play proceeds. Awards are such matters as: low ball each hole, \$100; low aggregate each hole, \$200; birdies, \$300; eagles, \$500; first ball on green, \$200; first putt sunk, \$200; etc., as the ingenuity of the committee decides. Penalties include: ball in rough, \$100; ball in wrong fairway, \$200; ball hitting tree and rebounding into fairway being played, \$500; fanning, \$300; swearing, \$200; swearing at caddie, \$400, etc.

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, mid-iron, 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

(A)—*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.

Scoring is best done by the Nassau system—awarding 1 point for winner of first nine, 1 point for winner of second nine, and 1 point for winner whole round. Ties earn $\frac{1}{2}$ point for each player.

(B)—*Scorefest*. Teams formed by dividing locker-room into two or more sections. Losing team is the one that scores least points on following scoring system:

Net scores over 100.....	2 points
Net scores 90 to 100.....	5 points
Net scores 85 to 89.....	10 points
Net scores 80 to 84.....	15 points
Net scores 75 to 79.....	30 points
Net scores 70 to 74.....	50 points
Net scores under 70.....	75 points

Novelty Events

(A)—*Driving Contest*. Pick a flat, wide fairway; erect yardage flags every 25 yards from 125 yards to 300 yards. Each contestant gets 5 drives, the best three counting, but only shots in fairways are eligible. A variation: 3 drives only, with 10 per cent of distance deducted for shots off fairway.

(B)—*Target Contest*. Mark 4 circles around cup, largest 35 feet radius; next one 25 feet radius; next 15 feet radius; and smallest 5 feet radius. Establish 3 tees at 50, 75 and 100 yards distance from cup. Contestants play one shot from each tee, using any club. Scoring: Ball in 35 foot circle, 1 point; 25 foot circle, 2 points; 15 foot circle, 3 points; 5 foot circle, 5 points; hole-in-one, 25 points.

(C)—*Putting Tourney*. An 18-hole event on your practice putting green. Winner determined by total putts. In event of ties, all tying contestants play extra holes at "sudden death"; i. e., player is out on first extra hole he fails to have.

If club has no practice putting green, use the "clock" method on one of regular greens near clubhouse by marking off 9 "tees" around edges of green; each player putts from these 9 "tees" to cup.

(D)—*Approach and Putt Event*. Contestants play 3 balls each from 50, 75 and

100 yards, using any club they please, then putt out. Play to hole should be from different directions for each distance.

(E)—*Swatfest*. Entire field starts off first tee together. High man and all ties drop out each hole. Eventually there will be but one survivor. Be sure players mark balls before starting to simplify identification.

EVENTS REQUIRING SEVERAL DAYS OF PLAY

(A)—*Match play events*. Under this head fall such tournaments as the club championships, 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)—*Electric (or Ringer) Competition*. Contestants post next ensuing 18-hole score. Whenever a player in subsequent rounds betters his score on any hole, the old score is erased and new score substituted. This procedure kept up throughout season. Actual scores are posted; at end of season, each player's final handicap is deducted where strokes fall on card. Player with lowest net ringer score is winner.

(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*. Contestants listed on a score sheet, one under the other, by lot or according to handicap. Any contestant is entitled to challenge any one of the three listed above him to a match. If he wins, he and the man he has beaten exchange places. If he loses, he cannot rechallenge until he has beaten a player of lower status. Thus players, as they play their matches, are constantly shifting up and down as though on rungs of a ladder, whence name for event. At end of season, player whose name is at top of "ladder" is the winner.

(E)—*Two-man team event*. Best 16 players in club are paired so that their total handicap is approximately equal. This is done by tournament committee, generally near end of 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). Winners are the two-man team champions of the club.