

AUSTIN SENIOR GOLF ASSOCIATION

GENERAL EVENT INFORMATION

(substantive changes from last version noted in italics)

I. EVENT FORMATS (Flighting for team events will be by total team handicap unless specified elsewhere in this section. Handicapping for team events will be used in accordance with [USGA Tournament recommendations](#).)

A. Two-Player Teams

(Individuals may sign up to be partnered with other individuals for most events).

Two Ball Total Net: (2 players, Pick Partner)

Both players play their own ball for 18 holes and record their GROSS score for each hole. The scores will be adjusted for handicap (hole by hole) when turned in, to create a NET score. Each player's total NET score will be added together to create a total team score.

Best Ball: (2 players, Pick Partner)

Both players play their own ball for 18 holes, recording their GROSS scores. The scores will be adjusted for handicap (hole by hole) when turned in, to create a NET score for each hole. The lower NET score for each hole will be summed to provide a total team score.

Scramble: (2 players, Pick Partner)

Each player tees off and a best shot is selected. Both players then hit their next shot from the selected spot (within one club length, or 6 inches on the green) and continue to do this until the hole is completed and a score is recorded. At the end of the round a total NET score is calculated by applying 35% of the handicap of the lower handicap player and 15% of the higher player's handicap to the gross score. Teams will be flighted using this calculated team handicap.

Shamble: (2 players, Pick Partner)

Each player tees off and a best shot is selected. Both players then hit their next shot from the selected spot (within one club length, or 6 inches on the green) and continue to each hit their own ball until the hole is completed and a score is recorded for each player. At the end of the round a total NET score is calculated by applying 60% of the handicap of the lower handicap player and 40% of the higher player's handicap to the combined gross score. Teams will be flighted using this calculated team handicap.

9 SS/BB: (2 players, Pick Partner)

Two players play Scramble (also known as Select Shot) for the first nine holes. On the second nine, they play their own ball and record the team's best gross score for each hole. The team score is the total score for the two nines.

Alternate shot/alternate tee shot: (2 players, Pick Partner)

Each team uses one ball and takes alternate shots until the hole is completed. Team members also take turns in teeing off on each hole, i.e. one player will take the tee shot on odd-numbered holes, and the other on even-numbered holes.

Modified Pinehurst: (2 players, Pick Partner)

This is an alternate shot format with one added step. On each hole, both players drive the ball from the teeing area. From this point on, one ball will be chosen for alternate shot play. The player whose drive was

NOT chosen hits the second shot. Handicapping and flighting are based on 60% low handicap plus 40% high handicap.

B. Four-Player Teams

Total Net Best 2: (4 players, Pick Partners)

A four-player team in which all players play their own ball for 18 holes. At the end of the round, the TWO best NET scores will be added together to provide a total team score. Flighting is by the lowest handicap player of the group. Three player teams are eligible.

Total Net Best 3: (4 players, Pick Partners)

A four-player team in which all players play their own ball for 18 holes. At the end of the round, the THREE best NET scores will be added together to provide a total team score. Flighting is by the lowest handicap player of the group.

Two Best Balls Net: (4 players, Pick Partners)

A four-player team in which all players play their own ball for 18 holes. Using the handicap rating for each hole the two best Net scores will be used for the team score for that hole. At the end of the round, the two scores for each hole will be added together for a team score.

Example below:

NET SCORES FOR EACH PLAYER FOR EACH HOLE																					
TID	Hcp	Player	h1	h2	h3	h4	h5	h6	h7	h8	h9	h10	h11	h12	h13	h14	h15	h16	h17	h18	TOT
1	5	Player1	4	6	2	4	4	4	3	3	4	4	5	3	5	2	3	3	5	4	68
1	20	Player2	4	6	2	4	4	5	3	5	4	4	7	3	5	4	5	3	6	4	78
1	25	Player3	3	6	0	3	5	3	3	4	5	4	6	4	5	2	3	4	5	4	69
1	27	Player4	3	7	3	1	3	2	4	3	6	4	8	3	6	2	3	4	6	3	71
1st Low			3	6	0	1	3	2	3	3	4	4	5	3	5	2	3	3	5	3	
2nd Low			3	6	2	3	4	3	3	3	4	4	6	3	5	2	3	3	5	4	
																			TEAMSC		
			6	12	2	4	7	5	6	6	8	8	11	6	10	4	6	6	10	7	124

Scramble: (4 players, Pick Partners)

A four-player team in which the best shot is selected after all players hit their tee shot. All players then hit their next shot from the selected spot (within one club length) and continue to do this until the hole is completed and a score is recorded. At the end of the round the team handicap will be subtracted from the gross score to be recorded as the team score.

It is the team captain's responsibility to encourage everyone to show up and play. If you have a no-show at your scheduled tee time and cannot fill the vacancy, you may play the event as a 3-person scramble. No team member on a 3-person team shall hit multiple shots per ball position. Doing so will result in disqualification.

Team handicap will be calculated as follows—the sum of 25% Player A, 20% Player B, 15% Player C, 10% Player D, where Players are ranked by handicap lowest to highest. A 3-person team will use a player D handicap equal to 10% of Player C. Teams will be flighted using this calculated team handicap.

Scramble—ABCD: (4-players)

First, entrants will be divided into four equal segments by handicap (as evenly as possible). Players in each segment will be designated A, B, C, or D players. Next, teams will be formed starting with the lowest handicap A player, the highest handicap B player in the flight, the lowest C, and the highest D player. The next team will be the second lowest A player, the second highest B, and so on. Lastly the teams will be assigned to one of four flights, based on the A player's handicap. There will be no two-player teams allowed in the four-player team events. If a player cancels late or fails to show, a standby may replace that player provided his/her handicap is within one stroke up or down from the missing player's handicap. Teams with three players may not hit a fourth shot. The Event Chair may modify this event's rules as may be required.

C. Other

Modified Stableford—Individual:

The Modified Stableford system allocates points based on the number of strokes taken at each hole, with the goal of achieving the highest overall score. Differing from a normal Stableford scoring system, a Modified Stableford features higher penalties for poor shots -- minus two points for a double bogey for example (see chart below) -- and greater rewards for good shots, such as plus eight for a double eagle. This scoring system is designed to encourage risk-taking with your golf shots.

Score yourself as for individual scoring. When tabulated your score will be adjusted for handicap (hole by hole) when turned in to create a NET score for each hole, then for each net hole score:

Double Eagle -- 8 pts.
Eagle -- 5 pts.
Birdie -- 2 pts.
Par -- 0 pts.
Bogie -- minus 1 pt.
Double Bogey or greater -- minus 2 pts.
Highest score wins.

Modified Stableford—Total Net: (2 Players, Pick Partner)

The Modified Stableford system allocates points based on the number of strokes taken at each hole, with the goal of achieving the highest overall score. Differing from a normal Stableford scoring system, a Modified Stableford features higher penalties for poor shots -- minus two points for a double bogey for example (see chart below) -- and greater rewards for good shots, such as plus eight for a double eagle. This scoring system is designed to encourage risk-taking with your golf shots.

Score yourself as for individual scoring. When tabulated your score will be adjusted for handicap (hole by hole) when turned in to create a NET score for each hole, then for each net hole score:

Double Eagle -- 8 pts.
Eagle -- 5 pts.
Birdie -- 2 pts.
Par -- 0 pts.

Bogie -- minus 1 pt.
Double Bogey or greater -- minus 2 pts.

Each player's total score will be added together to create a total team score. Highest score wins.

II. ENTRIES/TEE TIMES

A. Entry Fee

Consists of \$7.00 for prize money plus cost of green fee and cart if used.

B. Tee Time

Online Tee Time Registration System (TTRS) is open Wednesday through Saturday preceding the next Tuesday event. Some events may close entries earlier—if so it will be posted. At the completion of the signup period, listings with less than four members will be adjusted for full teams or groups dependent on the event format. No person will be given a tee time for an ASGA event unless they are a current member and have all dues paid. Tee times will then be randomly assigned, posted on line on Sunday and sent to the course for their systems. Because of multiple changes/cancellations that occur, flights for most events are determined after play completion. The full details of the ASGA Tee Time Registration are found on our website under Tee Time Registration.

Requests are accepted for a preferred tee time period, First, Second, Third or Last period. Optionally one may request an “ideal” time in the chosen period. Please do not sign up anyone that has not requested you to do so. Once the tee times are posted on the website members have the option to trade with other foursomes for tee times as long as both groups are fully in agreement and the course is notified. Late Entries: Each course will open a limited time slot to allow for players who call to fill an opening or change players in a team. You should call the course to cancel should the need arise. *If you also notify the webmaster, he will adjust the posted table if time allows.*

NOTE: Requests are not guaranteed and are dependent on the number of requests in each period. As an example, if there were 27 total requests after consolidation and there were nine requests for the first period, all would be placed randomly in the first period. If more than nine requested the first period, nine would be randomly placed in the first period and the rest would be included in the second period for random assignment along with those who had requested the second period. This process would be continued with overflow from the second period random assignments combined with the third period requests.

C. Cancellations

If you are not able to meet your commitment, please notify the golf course and your partner as early as possible. For those partner events with flights assigned prior to start, if one player cancels late in a partnership event, a substitute player may be entered under the following conditions: (1) the new team must play in the originally-assigned flight. (2) a substitute whose handicap would place the original team in a lower numbered flight may be not used. (3) a substitute whose handicap would place the original team in a higher numbered flight may be used, but the new team must play in the original flight.

D. Earliest Starting Time

The first starting time for an event varies from week to week because of daylight change. Course personnel set all start times and foursome spacing. Current event first starting times and spacing is available in the **Tee Time Registration** section of the website.

E. Inclement Weather

Weekly events are never cancelled unless the course is closed. If an event has less than 16 players complete their rounds and post scores, prizes will be awarded based on our normal rules, however Grand Prix points will not be awarded for that event.

III. SCORING RULES

A. Regular Events

Awards for ties will be averaged and paid in equal amounts. Where ties result in fractional cents, the difference will be applied to the player/team with the longest standing member.

All flights will have a minimum of eight players or teams. Players / teams with identical handicaps must be in the same flight.

The process: beginning with the lowest handicap player, the first flight is created with the lowest eight handicap players. If the next player has the same handicap as the 8th, that player (and all players with the same handicap) is included in the first flight. This process is repeated for subsequent flights. If using this process results in less than eight players in the last flight, those players are added to the previous flight.

B. Annual Fall Event

Sudden death playoff will be used only to settle the Annual Fall Event Champion. All other ties will be paid out in accordance with the procedure used for regular events (see III-A above).

IV. PRIZE MONEY

A. Account Winnings

Event prize money for City of Austin courses is consolidated into a single account for each member.

Awards may be used to purchase golf shop merchandise, range balls, or golf cart rentals. They may NOT be used for green fee or event entry fee. Any member who drops their membership, is responsible for the redemption of any balance remaining in their account.

B. Prize Payout Chart (Amounts in \$)

Number In Flight	8	9	10	11	12	13	14	15	16	17	18
1st	28	28	29	29	29	30	29	31	32	31	33
2nd	17	21	23	21	24	26	25	26	28	26	27
3rd	11	14	18	17	18	20	19	21	22	21	22
4th				10	13	15	15	16	17	17	18
5th							10	11	13	13	15
6th										11	11

V. HANDICAPS

A. Calculation

Handicaps will be tabulated by the handicap chairman and posted weekly for the course being played. Scores used for handicap will be taken from the Individual Net, 2-player Best Ball, 2-player Team Total Net, and other events where a player plays their own ball for 18 holes and records a score, with the exception of 4-club and similar events.

B. Posting all hole scores

In order to establish an accurate handicap, it is important that you play out and post a score for each hole. If a participant fails to record a score on a hole, the handicap chairman may choose to assign the participant a par on the hole for handicap purposes but not for competitive reasons.

C. Keeping Handicaps Current

In order to provide a handicap that represents the current ability of a player, members must post a minimum of five (5) complete ASGA handicapped scoring rounds played during the previous calendar year. Failure to do so may result in forfeit of eligibility for prizes. This section does not apply to new members. This requirement may be waived by the Event Chair for extenuating circumstances.

VI. ASGA ANNUAL CHAMPIONSHIP (Two rounds, Customized Schedule)

A. Specifics

Where: See Event Schedule

When: See Event Schedule

Entry Fee: 2X the usual fee, paid on the first day

B. Eligibility

All contestants must be a paid-up member of the ASGA and have a handicap established with ASGA based on a minimum of five (5) complete ASGA scoring rounds played during the period from the beginning of the last Annual Championship and the beginning of the current year event. In certain cases, some requirements may be waived by the Event Chair.

C. Sign-ups

Members will use the on-line Tee Time Registration system at austinsga.org.

D. Tee times

Members cannot request tee times or playing partners, this will be done by the Event Chair and his committee.

E. Flights

Flights will be created by the Event Chair and his committee. All flights *will conform to the ASGA minimum of eight players (see Section III A for details.)*.

F. Determination of Association Champions

The Annual Champions will be determined in two categories. The ASGA champion will be the player with the lowest gross score in the event. A tie for the championship will be settled between the players by having them immediately engage in a sudden death playoff.

A Net Champion will also be named. The Net Champion will be the player with the lowest net score in the event. A tie for the net champion will be determined by a Scorecard comparison beginning with the 18th hole.

VII. ANNUAL BANQUET/PICNIC EVENT

A. Rationale

Named “The President's Cup” to honor ASGA presidents both past and present.

B. Format

The format will be two teams playing individual matches in **Match Play** using their net scores on each hole. For example, two members of **Team Blue** (A and B) will play in a group of four with **Team Red** (1 and 2). A player's opponent will be determined by the two captains as explained below in “Procedures”. No final score will be used, only hole by hole results. The player who wins the most holes will score one (1) point for his team. If players tie after the 18 holes allowed to play, each player will receive ½ point. Players may finish their match before completing 18 holes if the player with the most hole wins has more wins than there are holes left to play, i. e., 5 and 4, meaning five up with four holes left. The winner of the President's Cup will be the team with the most points.

C. Captains

The current President will appoint two captains from the membership, preferably, two past presidents. Captains can then name two Assistant Captains who will automatically become part of his/her team. Captains will notify the President and Event Director of their choices for Assistants and their acceptance within two weeks of being named.

D. Sign up

Players will sign up on-line Wednesday through Friday noon. The sign-up information will be sent to the two Captains by email by 3:00 pm, Friday. The event will have a shotgun start.

E. Draft Procedures

On the Saturday before the event and by mutual consent on the time and place, the two captains and their assistants will meet to select their team. The Event Director shall be in charge of the meeting and the draft. A coin toss will be used to determine which Captain will choose the first draft choice (one player). All the draft choices will come from the sign-up list. Each captain will have up to 15 seconds to choose a draft pick or lose their turn.

F. Setting the Lineups

Once all players have been selected, the two captains will begin to set their lineups. The Event Director will again use a coin toss to determine who submits their first twosome. For example, **Captain Blue** is selected to go first in Round 1. **Captain Blue** will then submit his twosome for Match 1 and Match 2. **Captain Blue** submits, John A and Bobby B. **Captain Red** submits his players, Sam C. and Buck D. **Captain Red** will also set the lineup, such as, deciding Sam C will play Bobby B. and Buck D will take on John A. The procedure will then be reversed for Round 2 with **Captain Red** submitting his twosome for the Match 3 and Match 4. **Captain Blue** then sets the lineup. In Round 3, **Captain Red** will again go first submitting his twosome while **Captain Blue** will follow with two players and set the lineup for Match 5 and Match 6. The process continues alternately with each captain going first in consecutive rounds until all matches are set. Captains will have 30 seconds to announce their twosome and the opposing captain will have 30 seconds to name his players and set the lineup.

G. No-shows and Replacements (Players are asked to notify their captain if not playing)

In the case where someone drops out and a replacement can be signed up, the appropriate captain will notify all involved (Event Director, opposing captain, and any players necessary) of the replacement's name and allow the opposing captain the ability to alter the lineup by one change (a change is defined as moving two players, one to another opponent and using another move to assign a player to oppose the replacement player. For example, Blue player A, who is scheduled to play Red Player C drops out and Blue Team adds Replacement Player X. The opposing captain (Red) can allow the original lineup to

remain the same with Red Player C to play Replacement Player X or he may move another player to play Player X and move Red Player C to the vacated match).

H. Forfeit Rules

If a player drops out, the opposing captain can readjust the lineup by as many as two individual lineups (as noted above in “No-shows and Replacements) but must include any extra player (as in the above consideration) from the opposite team. In the case a player fails to show before an adjustment can be made (as determined by the Event Director) his/her opponent will receive the forfeit and one point for his/her team. Exception to forfeit rule: If the no-show player is on the team with the extra player, if there is one, that extra player will play in his/her spot.

I. Reporting Scores

The winner of each match is responsible for returning the official scorecard with the signature of both players. Winners should be written as John A (Blue Team) wins 2 and 1 (two up with one to play), Sam C (Red Team) wins 4 and 2 (four up with only two holes left to play), or players tied (½ point to each player).

J. Rules of Authority

Once the event begins the Event Chair will rule on any disputes, but will be recused from any disputes that affect his/her individual match.

K. Other Considerations

In the case of uneven teams, the extra player will play in the final match as a single with an unknown opponent and will have a scorecard playoff against another opposing player's card as chosen in a random draw from the completed scorecards by the Event Director.

L. Winner and Rewards

The winning Team will be announced at the annual banquet. Winning team members will receive \$double the Event Fee credited to their account regardless of the outcome of their individual match. A President's Cup trophy will be donated and presented by the current president to winning Team Captain and players. The trophy will be labeled with the current President's name along with the captain of the winning team. It will rest in an appropriate site.

M. Date and Time

See current Event Schedule (a link on the [ASGA website](#) home page) for date and location.