

FORMATS OF THE COMPETITIONS

LOW GROSS / LOW NET

Prizes are awarded to the player with the best Gross total score and the player with the best Net score (gross minus handicap).

NASSAU

This is a Net tournament and prizes are awarded for the Best 18, Best Front 9, and Best Back 9 scores.

STABLEFORD

Points are awarded for Net bogeys, pars, birdies, and eagles.

DOUBLE UP STABLEFORD

Before play begins, circle the one hole on the front 9 and the one hole on the back 9 which you would like to have your points doubled.

THROW OUT A HOLE FRONT NINE/BACK NINE

Record gross and net scores for each hole. At the completion of play, circle the holes that you want to discard (one on the front 9 and one on the back 9). Add up the remaining scores for the 8 holes on each side (16 total holes for competition score). Full handicap is used.

TWO PERSON MATCH PLAY / TEAM MATCH PLAY

Two play their best (net) ball against two others.

ABCD SHAMBLE

Each player tees off, then the team selects the best drive and each player plays their own ball from that point on until all the balls are "holed-out". Each player must contribute at least 2 drives. The 2 best (net) ball scores are used for the team score. The scores from this competition cannot be posted.

ABCD 1, 2, 3

One best (net) ball score is counted on the par 5's, 2 best (net) ball scores are counted on the par 4's, and 3 best (net) ball scores are counted on the par 3's.

ABCD TWO BEST NET BALLS

The two best net scores for each hole are used as the team score.

SIX-SIX-SIX

This is a Two Person Match Play/ Team Match Play format, in which two play their best (net scoring) against two players with similar handicaps using the Solheim Cup format. Six holes are played in the alternate shot format, and six holes are played in the better ball of partners' format (team match play); which of these formats is played first or second depends on the course being played. The final six holes are played as individual match play. This is the format for the Star Wars Tournament (see Special Tournaments in KLGA-18 By-Laws).

FLAG DAY TOURNAMENT

All golfers begin the round with a set number of strokes (related to their handicaps) and they play until their strokes run out at which time they plant their flag. The player whose flag is the farthest on her allotment of strokes is the winner. If you get to the 18th green and still have strokes left, continue on to hole 1 until you run out of strokes.

CAPTAIN'S CHOICE (SCRAMBLE)

All players tee off, choose which shot is best and all play their next shots from the location of the best shot. Play continues in this fashion for all 18 holes.

KLGA COMPETITION PROCEDURES

No more than 40 handicap strokes shall be allowed for any competition. USGA rules shall be in effect unless otherwise stated by the Competition Coordinator on the day of play.

Sign-Up

Weekly competitions shall be scheduled for Wednesdays, April through October. The formats are provided in the play day schedule. The Wednesday competition sign-up is achieved via Punchbowl RSVP. The Punchbowl Coordinator e-mails the KLGA the weekly competition at least one week prior to play. ***RSVP is closed at 6:00 PM on Sunday prior to the Wednesday Play day.*** If you need to cancel for that week, call that week's competition chairwoman as soon as possible. Her name is provided on the Punchbowl invite as well as listed on the schedule in this directory.

Arrival Time and Check-In

Arrive at least 30 minutes before the scheduled tee time. Check in with the attending pro and/or bag attendant. Either will hold the tee sheet for play. Those players checking in with less than 15 minutes before tee time are disqualified from winning a prize that day. They may still play.

During Play

When playing any game with a team format, if you are "out of the hole" (not likely to help), please pick up your ball and record your most likely score, preceded by an X. This will speed up play and you will not be disqualified for picking up.

After Play

Two score cards must be turned in to the competition chairman in the locker room no more than 5 hours after commencement of play. Both cards must be signed and attested. ***The Kingsmill Golf Professional on duty will post all scores from KLGA events to GHIN – unless advised otherwise.***

Cancellation of Play

In the event of inclement weather, the Competition Coordinator of the day, after having consulted with the professional staff, shall decide whether to play or cancel. It is the responsibility of the player to call the Competition Coordinator of the day or the Pro Shop to cancel. Unless stopped by the Coordinator, once play has begun the competition shall be valid provided 50% of the field that started finishes their rounds.

Scheduled Meeting and Luncheon Following Play

If play is canceled due to inclement weather, the meeting and luncheon will be held at noon.

Luncheon Sign-Up

Luncheon invites are e-mailed to KPGA at least one week prior to event, via Punchbowl. ***RSVP is closed at 6:00 PM Thursday prior to the event.*** If you need to cancel, call the Hospitality Chair by **NOON** on Sunday, or member account will be charged. Late RSVPs cannot be guaranteed a place.