



River Course Men's Club

Tournament Handbook

8/14/2023



This handbook is a guideline to help a Tournament Chairmen to organize and run tournaments. This handbook describes the different formats, rules, tees, handicapping, posting, buy-ins, scoring, card-offs and prizes. Each season, new formats are introduced by new board members, so this handbook shall simply serve as a useful resource to enhance the execution and simplify the organization for our most popular events.

Table of Contents

I. Handicapping	2
II. Buy-Ins	2
III. Flighting a Tournament	2
IV. Tournament Formats	3
Individual Play	3
Two-Man Scramble	3
Four-Man Scramble	4
One-Man Scramble	4
Two-Man Best Ball	5
SCGA Four Ball Qualifier	5
Modified Alternate Shot	5
Pinehurst	6
Hasselhoff Scramble	6
Red-White-Blue	7
Pick Your Tees	7
Mulligan Tourney	7
Shark Shootout	8
1 Gross / 2 Net	9
President's Cup	10
Club Championship	11
V. Scoring	12
VI. Prizes	12
VI. Payout Tables	13

Tournament Handbook

I. Handicapping

Each tournament format requires a different handicapping scheme. It is important for the tournament chairman to understand how a player's handicap index translates to a course handicap, because how this is done can influence a team's handicap by a few strokes if done differently. This paragraph describes best practices for creating equitable handicaps for team events.

The handicap formula is:

$$\text{Course Handicap} = \left(\text{Player's Index} \times \frac{\text{Course Slope}}{113} \right) + \left(\text{Course Rating} - \text{Course Par} \right)$$

The course handicap is then rounded up or down to a whole stroke. Notice that the first term in this formula is a ratio, but the second term is a sum. At the River Course, the rating is less than par, so each instance of this formula deducts strokes from the player's handicap.

This is important to understand when building handicaps for a team event. When building handicaps for a team event where each player holes their own ball and records a score, each player will carry their own handicap based on their own index.

However, when building a team handicap for events where two or four players record only one score; such as in a scramble or in an alternate shot event, the person computing the team handicaps should utilize a single index based on a combination of the two (or four) players' indexes. The tournament descriptions for each event format stipulate how the handicap formula should be used for each team event.

II. Prize Buy-Ins

Each tournament provides prizes for medal play, skins and closest to the pin. The buy-in for medal play is normally \$10 per golfer for the low net score. This buy-in is mandatory, as the River Course Men's Club requires participation in this competition to play in tournament events. In addition, each golfer can pay another \$10 to compete in the medal play for low gross score. The gross score buy-in is optional. The entire purse of \$10 buy-ins for gross and net medal play is paid to the pro shop and the prizes are awarded to the winners in pro shop script/credit.

Furthermore, each golfer can pay \$10 to compete for skins, which are awarded to players or teams who record a unique low score on any hole. The skins purse is divided equally between gross and net skins (\$5 per player, per purse). The skins are paid out in cash at the next tournament.

Finally, \$25 cash prizes are paid to four players who hit their tee shots on the par 3 holes closest to the pin. These prizes are funded from the Men's Club account balance.

For team events, it is important for team members to all pay the same exact buy-ins at check-in time. Teams with incomplete or mismatched buy-ins for gross medal play, or skins, shall be considered not bought-in for those prizes and any buy-ins collected from members of that team will be refunded.

III. Flighting a Tournament

For individual tournaments, create three flights for fields that have 51 golfers or more, and only two flights for fields smaller than 51 golfers. For two-man events, create two flights for any fields that have 52 golfers (26 teams) or more, and only one flight for any fields of 50 golfers (25 teams) or less. In addition, regardless of the handicapping used for the two-man events, determine the A-Flight and B-Flight teams solely on the A-Player's handicap. This policy discourages a low-handicapper from recruiting a high-handicapped partner solely for that golfer's strokes. For four-man team events, the entire field will compete in a single flight.

Tournament Handbook

IV. Tournament Formats

Individual Play



Rules: Each player plays their own ball from tee to hole from the prescribed tees and submits their own score card.

Handicapping: Each player gets 100% of their own course handicap from the appropriate tee color.

Buy-Ins: \$10 net (mandatory), \$10 gross (optional), \$10 skins (optional)

Posting: This round should be posted

Two Man Scramble

Rules: Both players hit tee shots and select which shot to use to continue play. Then, both players hit a second shot from within one club-length of that position, no closer to the hole, and in the same cut of grass, hazard or lie condition. Teams may not use the club-length to move a ball out of a bunker, from rough to fairway or from fringe to green etc. Play continues in this manner; both players attempting each stroke, until the ball is holed. When putting, both players will putt from within six inches of the selected ball. Each team must use six tee shots from both players throughout the round. The team records a single gross score on their score card.



Handicapping: Follow these steps to compute the team's handicap

1. Calculate the team index by taking 50% of the A-Player's index plus 25% of the B-Player's index. Round the result to one tenth of a stroke.
2. Use the team index to calculate the team handicap, rounded up or down to a full stroke

Example: A-Player's index is 5.9; B-Player's index is 17.3

$$\begin{aligned} 1. \text{ Team Index} &= 5.9 * 50\% + 17.3 * 25\% \\ &= 2.95 + 4.325 \\ &= 7.275 \\ &= 7.3 \text{ (rounded)} \end{aligned}$$

$$\begin{aligned} 2. \text{ Team Hdcp} &= (7.3 * 122 / 113) + (71.1 - 72) \quad \text{[example is based on River Course blue tees]} \\ &= 6.98 \\ &= 7 \text{ (rounded)} \end{aligned}$$

Buy-Ins: \$10 per player net (mandatory), \$10 per player gross (optional), \$10 per player skins (optional)

Posting: This round cannot be posted

Tournament Handbook

Four Man Scramble

Rules: All four players hit tee shots and select which shot to use to continue play. Then, all players hit a second shot from within one club-length of that position, no closer to the hole, and in the same cut of grass, hazard or lie condition. Teams may not use the club-length to move a ball out of a bunker, from rough to fairway or from fringe to green etc. Play continues in this manner; all four players attempting each stroke, until the ball is holed. When putting, all players will putt from within six inches of the selected ball. Each team must use three tee shots from each of the four players throughout the round. For three-man teams, each team must use four tee shots from each player. The team records a single gross score on their score card. Note: three-man teams are not granted a fourth stroke from each position. They must play as a three-man team.

Handicapping: Follow these steps to compute the team's handicap

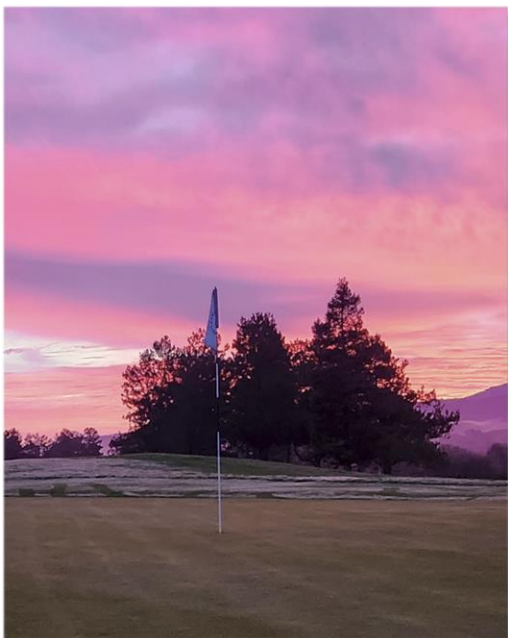
1. Calculate the team index by taking 30% of the A-Player's index plus 15% of the B-Player's index, plus 10% of the C-Player's index and 10% of the D-Player's index. Round the result to one tenth of a stroke.
2. Use the team index to calculate the team handicap, rounded up or down to a full stroke

Example: A-Player's index is 5.9; B-Player's index is 10.5; C-Player's index is 15.4; D-Player's is 18.4

1. Team Index = $(5.9 \times 30\%) + (10.5 \times 15\%) + (15.4 \times 10\%) + (18.4 \times 10\%)$
= 1.77 + 1.575 + 1.54 + 1.84
= 6.725
= 6.7 (rounded)
2. Team Hdcp = $(6.7 * 122 / 113) + (71.1 - 72)$ [example is based on River Course blue tees]
= 6.33
= 6 (rounded)

Buy-Ins: \$10 per player net (mandatory), \$10 per player gross (optional), \$10 per player skins (optional)

Posting: This round cannot be posted



One Man Scramble

Rules: Each golfer gets two attempts at every shot, and may take the better of the two from which to play their next shot. When playing from off the green, play within one club length of where the ball lies, no closer to the hole and in the same cut of grass or hazard lie. When putting, putt from within 6 inches, no closer to the hole. Also, when putting, players must mark their first putt attempt so as not to introduce a collision conflict for their second attempt. If the player fails to put either ball in play (such as by hitting both attempts into a water hazard), they must select one of the two strokes, and assess a penalty when dropping for their next attempt.

Handicapping: Assign 50% of the course handicap from the appropriate color tees.

Buy-Ins: \$10 per player net (mandatory), \$10 per player gross (optional), \$10 per player skins (optional)

Posting: This round cannot be posted

Tournament Handbook

Two Man Best Ball

Rules: Also known as “better ball” or “four ball” this format requires each player to play their own ball from tee to hole. The team records both gross scores on the scorecard. Then the better of their two gross scores is counted for the gross competition and the better of their two net scores is counted as the team score for the net.

Handicapping: Each player gets 90% of their course handicap for this event. Calculate (or look up) each player’s course handicap for the appropriate tees, then figure 90% of that and round up or down to the nearest whole stroke.

Buy-Ins: \$10 per player net (mandatory), \$10 per player gross (optional), \$10 per player skins (optional)

Posting: This round should be posted



SCGA Four Ball Qualifier

Rules: The rules are the same as Two Man Best Ball (above)

Handicapping: Each year, SCGA publishes handicapping rules for their competition. In past years, SCGA has implemented a) 85% handicaps, b) maximum index of 18.4 and c) maximum 8-stroke or 10-stroke spreads between the A-Player and B-Player. The tournament chairman should look this up each year before applying handicapping rules for this tournament.

Modified Alternate Shot (aka “Shamble”)



Rules: Both players hit tee shots, then they select which tee shot to use to finish the hole playing alternate shot from that location beginning with the player who’s tee shot was not selected. The team must use at least six tee shots of each player.

Handicapping: Add 40% of the A-Player’s index to 40% of the B-Player’s index, and round the sum to a tenth of a stroke. Then use that index in the handicap formula to calculate the team handicap.

Example: A-Player’s index is 6.3 and B-Player’s index is 14.9

$$\begin{aligned}\text{Team Index} &= 6.3 * 40\% + 14.9 * 40\% \\ &= 2.52 + 5.96 \\ &= 8.48 \\ &= 8.5 \text{ (rounded)}\end{aligned}$$

$$\begin{aligned}\text{Team Hdcp} &= (8.5 * 122 / 113) + (71.1 - 72) \\ &= 8.28 \\ &= 8 \text{ (rounded)}\end{aligned}$$

Buy-Ins: \$10 per player net (mandatory), \$10 per player gross (optional), \$10 per player skins (optional)

Posting: This round cannot be posted



Tournament Handbook

Two Man Pinehurst

Rules: Like the Shamble, the Pinehurst is another fun twist on the stressful alternate shot format. In the Pinehurst, both members tee off, and then both members hit their partner's ball for their second shot. So after two strokes, each team still has two balls in play. Then the team selects a single ball to play to the hole in an alternate shot format, beginning with the player who did not hit the selected second shot. This format holds true on all holes, par 3, par 4 or par 5. So on a par 3 hole, if both players hit the green, both players will make a putt for birdie first from their partner's ball, and then select the better of the two to attempt their par.

Handicapping: Each team gets a single handicap based on 80% of the average of their two handicap indexes. Average the two player's handicap indexes. Then take 80% of that number. That's the team index. Then use the team index to calculate the team handicap based on the tees being played.

Buy-Ins: \$10 per player net (mandatory), \$10 per player gross (optional), \$10 per player skins (optional)

Posting: This round cannot be posted



Pinehurst, Hole #1

Two-Man Hasselhoff Scramble



Rules: The Hasselhoff is a two-man scramble played like a normal two-man scramble but with a twist on the scoring. The scoring for this event excludes any strokes made from a sand bunker. If the team hits their tee shot into a bunker, they are laying one in the bunker, but still laying one after their shot from that bunker. A stroke may NOT be excluded from the same bunker in consecutive shots. In other words, if both players duff their shots leaving their balls in the same bunker from which they played, their next shot will count as a stroke even though it is being played from the sand.

Handicapping: Each team gets a single handicap based on 50% of the A-Player's index plus 25% of the B-Player's index, the same as for a normal two-man scramble.

Buy-Ins: \$10 per player net (mandatory), \$10 per player gross (optional), \$10 per player skins (optional)

Posting: This round cannot be posted



Tournament Handbook

Red-White-Blue

Rules: This is an individual tournament where play alternates from the red tees, to the white tees, then the blue tees. Each golfer in the field plays the same holes from the same color tees. Normally, the play starts with red tees on Hole #1, then white on #2 then blue on #3 and then repeats this color scheme for the remainder of the course; #4 is red, #5 is white, #6 is blue and so on.

Handicapping: To simplify the handicapping for this event, assign each player 100% of their handicap from the white tees.

Buy-Ins: \$10 per player net (mandatory), \$10 per player gross (optional), \$10 per player skins (optional)

Posting: This round should be posted. It is appropriate to post these scores as white tee scores.



Pick Your Tees

Hole	Gold	Blue	White	Red
1	570	563	527	465
2	386	368	352	340
3	420	400	380	369
4	226	206	186	136
5	583	563	532	519
6	395	376	358	339
7	407 adj	407	397	381
8	358	331	311	302
9	172	150	131	126
10	430	411	402	384
11	539	521	466	450
12	147	134	128	111
13	391	356	340	325
14	523	498	484	476
15	356	337	320	250
16	399	370	363	346
17	123	106	89	82
18	374	354	333	309

Rules: This is an individual tournament where each player must select four gold tees, five blue tees, five whites and four reds, from which to play the round. The player must pick their tees **before** starting the round.

Handicapping: To simplify the handicapping for this event, assign each player 100% of their handicap from the white tees.

Buy-Ins: \$10 per player net (mandatory), \$10 per player gross (optional), \$10 per player skins (optional)

Posting: By USGA guidance, this round should be posted; however, it is impractical to determine which slope and rating to use as they would be different for each player.

Mulligan Tourney

Rules: This is an individual tournament where each player is allowed to use up to one Mulligan on each hole. Mulligans may not be saved up and carried to subsequent holes. If a player finishes a hole without using a Mulligan, that Mulligan is gone. When a golfer decides to use a Mulligan, that golfer's first shot is considered out of play and cannot be used any longer. The golfer must continue play with the result of the Mulligan stroke. Mulligan strokes must be played from within 6 inches of the original shot, and in the same cut of grass or hazard/lie condition. To emphasize this point, the player **does not** get a club-length of relief such as when playing scramble formats

Handicapping: Assign 75% of the course handicap from the appropriate color tees.

Buy-Ins: \$10 per player net (mandatory), \$10 per player gross (optional), \$10 per player skins (optional)

Posting: This round cannot be posted



Tournament Handbook

Shark Shootout (aka "6-6-6")

Rules: This is two-man event where teams play six holes as a scramble, six holes as a best ball and six holes as a modified alternate shot. The modified alternate shot is played as follows: both players tee off, then decide which tee shot to continue the hole in an alternate shot fashion, beginning with the player who did not hit the tee shot. The entire field plays the same formats on the same six holes, regardless which holes they start from. In other words, the entire field will play Holes #1 through #6 as a scramble. For the six scramble holes, teams must use two tee shots from each player. Also, for the six alternate shot holes, teams must use two tee shots from each player.



Handicapping: Handicapping this event is very difficult because the three different formats each yield different team handicaps. For the six scramble holes, use the formula shown for the two-man scramble. For the best ball holes, use the formula shown for the best ball format. For the modified alternate shot holes, use 40% of each player's index to calculate the team handicap. This results in four different handicaps; a single team handicap for the scramble, two individual handicaps for the best ball, and another single team handicap for the alternate shot. A sample scorecard is shown below.

River Course Men's Club - Shark Shootout (White Tees) - March 12, 2023																						
	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Total	Tm 5
White Tees (67.3 / 112)	270	352	380	186	532	358	397	311	131		170	466	128	340	484	320	363	95	354	5637		Start Hole
Par	4	4	4	3	5	4	4	4	3	35	3	5	3	4	5	4	4	3	4	35	70	13 A
Hole Hdcp	15	11	5	7	9	3	1	13	17		4	14	18	8	10	2	6	16	12			Handicaps
A-Flight	Two-Man Scramble						Two-Man Best Ball				Two-Man Best Ball				Modified Alternate Shot						Best Ball	
(A) Enderle, Jim Jr.																					-2	
(B) Gregg, Rob																					14	
Enderle + Gregg																					Scr MAS	
																					3 6	
	Play shots within one club-length of where the ball lies in the same cut of grass. Putt within 6 inches of the ball selected. Use at least two tee shots from each player. Record the gross team score.						Each player plays their own ball. Record the gross score for each player above.				Each player plays their own ball. Record the gross score for each player above.				Both players tee off. Select one tee shot and play alternate shot from there to the hole, beginning with the player who did not hit that tee shot. Use at least two tee shots from each player. Play the ball as it							

In this 2023 version of the tournament, we played holes 1-6 as a scramble, holes 7-12 as a best ball and holes 13-18 as the modified alternate shot (note printed rules below each block of hole numbers). The handicaps are shown in the far right column for Best Ball, "Scr" (scramble) and "MAS" (modified alternate shot). Notice this team had a low handicapper, and a medium handicapper so their team handicaps varied by 3 strokes on the different formats. Likewise, their individual handicaps varied as well.

This is a lot of work. Setting this up correctly, and then applying those handicaps to calculate each team's gross and net scores requires someone with good spreadsheet skills, or with the help of the River Course pro staff.

Buy-Ins: \$10 per player net (mandatory), \$10 per player gross (optional), \$10 per player skins (optional)

Posting: This round cannot be posted

Tournament Handbook

Four Man, 1 Gross / 2 Net, Best Way

Rules: This is four-man team event where each player plays their own ball with their own handicap from tee to hole, and all four gross scores are recorded. The team then selects two net scores and one gross score, adds up those three numbers and that is their score for the hole. The gross score cannot come from the same player who contributes one of the two net scores, so this format necessitates that three of the four golfers' scores participate in each hole. The entire field must play from the same tee colors. In 2021, 2022 and 2023 we played from the blue tees.

The phrase "Best Way" was added to this tournament title in 2021 to clarify that the combination of scores will be whichever combination yields the lowest team score for each hole. This clarification was important because in past years, some teams believed that the lowest gross score among the four players MUST be counted as the team's gross score, but that is not always what's best for the team depending whether or not that individual earned a handicap stroke on the hole. So in 2021, the board decided to state in the rules that the tournament software will compute the most optimum combination of two net and one gross score for each hole. A sample scoring file is shown and explained below.

Handicapping: Assign 90% handicap for each player from the appropriate tee colors.

Buy-Ins: \$10 per player net (mandatory), \$10 per player gross (optional), \$10 per player skins (optional)

Scoring: The sample scoring file below shows an actual round posted by a four-man team in this event in 2023 when Hole #1 was playing as a par 4 and Hole #10 was playing as a par 3 following the damaging rain storms of January 2023. The 12-row table at the bottom of the spreadsheet shows the 12 different ways the four player's scores could be used to calculate their 2 Net / 1 Gross hole score, and the row labeled "Team Score" in the middle is simply the lowest of those 12 numbers. The yellow highlights in the top sectors of the spreadsheet show which player's scores were selected by the optimizer for each hole. You can see in the top "Gross Scores" scorecard area, that Rick and Andre shared the burden of the team's gross scoring, almost equally. And in the bottom scorecard "Net Scores" there were multiple combinations on each hole between the other players.

Posting: This round should be posted.

Hole	1	2	3	4	5	6	7	8	9	out	10	11	12	13	14	15	16	17	18	in	tot		
Par	4	4	4	3	5	4	4	4	3	35	3	5	3	4	5	4	4	3	4	35	70		
Hole Handicap	15	11	5	7	9	3	1	13	17		4	14	18	8	10	2	6	16	12				
Gross Scores																							
Player (Gross)	Plyr Hdcp																				out	in	tot
A Mathis, Rick	9	3	6	6	4	8	5	5	5	3	45	5	6	4	5	7	4	6	3	9	49	94	
B Lobanoff, Andre	10	6	5	5	4	6	5	6	6	4	47	4	6	4	4	5	3	4	3	5	38	85	
C Sullivan, Vince	10	4	5	5	5	5	4	5	5	3	41	3	5	2	5	5	4	5	2	5	36	77	
D Nielsen, Dan	13	5	5	5	3	6	4	6	6	3	43	3	6	4	4	6	4	5	4	4	40	83	
Net Scores																							
Player (Net)																				out	in	tot	
A Mathis, Rick	3	6	5	3	7	4	4	5	3	40	4	6	4	4	7	3	5	3	9	45	85		
B Lobanoff, Andre	6	5	4	3	5	4	5	6	4	42	3	6	4	3	4	2	3	3	5	33	75		
C Sullivan, Vince	4	5	4	4	4	3	4	5	3	36	2	5	2	4	4	3	4	2	5	31	67		
D Nielsen, Dan	5	4	4	2	5	3	5	5	3	36	2	6	4	3	5	3	4	4	3	34	70		
Team Score																							
Team Score																				out	in	tot	
	12	14	13	9	15	11	14	15	9	112	8	17	10	11	14	9	12	8	13	102	214		

Gross (Net 1, Net 2)		A3	B3	B3	A2	B3	A3	A1	A3	A3	B3	A1	A1	A2	B3	A1	B3	A1	B3
A1	A (B, C)	13	16	14	11	17	12	14	16	10	10	17	10	12	15	9	13	8	19
A2	A (B, D)	14	15	14	9	18	12	15	16	10	10	18	12	11	16	9	13	10	17
A3	A (C, D)	12	15	14	10	17	11	14	15	9	9	17	10	12	16	10	14	9	17
B1	B (A, C)	13	16	14	11	17	12	14	16	10	10	17	10	12	16	9	13	8	19
B2	B (A, D)	14	15	14	9	18	12	15	16	10	10	18	12	11	17	9	13	10	17
B3	B (C, D)	15	14	13	10	15	11	15	16	10	8	17	10	11	14	9	12	9	13
C1	C (A, B)	13	16	14	11	17	12	14	16	10	10	17	10	12	16	9	13	8	19
C2	C (A, D)	12	15	14	10	17	11	14	15	9	9	17	10	12	17	10	14	9	17
C3	C (B, D)	15	14	13	10	15	11	15	16	10	8	17	10	11	14	9	12	9	13
D1	D (A, B)	14	16	14	9	18	12	15	17	10	10	18	12	11	17	9	13	10	18
D2	D (A, C)	12	16	14	10	17	11	14	16	9	9	17	10	12	17	10	14	9	18
D3	D (B, C)	15	15	13	10	15	11	15	17	10	8	17	10	11	14	9	12	9	14

Tournament Handbook



President's Cup

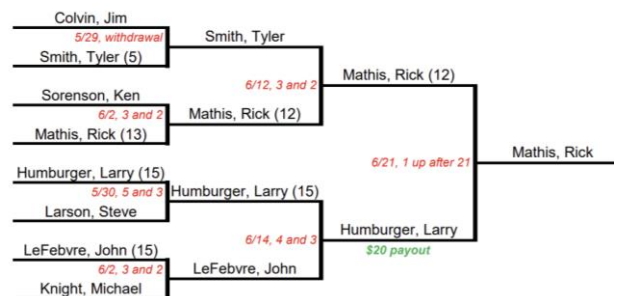
The President's Cup is an annual single-elimination handicapped match-play event, played from the blue tees. The tournament typically begins in May and continues through the summer months. The start of the President's Cup can conflict with annual maintenance where the grounds crew aerates the greens. When that happens, it is prudent to suspend play for 2 or 3 weeks to allow the greens to heal. With a starting field of 64 golfers, the President's Cup takes six rounds of play to complete. The first few rounds will normally take 2 to 3 weeks each for all the matches to be played. The final rounds can each happen in a week or two depending on players' availability. Altogether, the organizer of this tournament should expect it to take 3 months or longer.

Competitors in this event are required to coordinate a date for their match by email or phone. Once a match is played, the winner should report the result to the tournament director. The tournament director should note a) the winner, b) the handicap used by the winner, c) the final score for updating the tournament bracket.

Rules: Golfers play by match-play rules from the blue tees, using the lower-handicapped player as the basis for strokes. If a 10-handicap is competing with a 6-handicap player, the 10-handicap player will get two strokes on the front nine and two on the back nine.

At the start of the first round, all 64 golfers' handicaps must be recorded (on the same date). The starting handicap represents the highest handicap the competitor can use in any round of play through the entire tournament. If a player's handicap goes down on a future match, then he has to play to the lower handicap, and then this becomes his new maximum for the remainder of the tournament. In short, a President's Cup competitor's handicap cannot go up throughout the tournament. If it does, then the competitor plays with the lowest handicap he used in any prior round. The handicap used by the winner should be annotated in the bracket as shown in the graphic below.

In this example from the 2023 tournament, Rick Mathis won his quarter-final group. At the start of this tournament, Rick's handicap was 13, and he used that to win his first match on June 2nd. But by the second round, his handicap fell a stroke, so he played and won his second match with a 12. Nine days later, his handicap had gone back up to a 13, but since he used a 12 in his prior match, he had to play to 12 for that match. Note that it is only necessary to track the winner's handicap for each match.



Handicapping: Players use 100% of their blue tee handicap

Buy-Ins: \$20 per player for the entire tournament

Prizes: The prize structure for this event can vary. In 2023, the winner got \$250, runner up \$200, semi-finalist \$100, quarter-finalist \$40, and the losers to the quarter-finalists got \$20. This prize structure adds roughly to the purse of money collected from the participants.

Posting: Each player must post their own round as a "competition" score following the match. Many match play rounds end before all 18 holes are completed. When this happens, players are still required to post their score. To complete the scorecard, each player records a net par using their handicap against the course (not against the other player). When a hole has been won or lost and the remaining strokes are conceded, the player who has not holed out should record the **most likely** score for that hole. Putts conceded inside the flagstick should be considered holed. Shots from a greenside lie should be considered as two strokes, as if the player successfully got up-and-in. When a player has a blow-up hole and just gives up, that player should record a net double-bogey, and the other player a net par (against the course).

Tournament Handbook

Club Championship, Senior Club Championship, Super Senior Club Championship

Club Championships are held for three different age groups. The Super Senior Championship is open to members who are at least 70 years old, and the Senior Championship is open to members who are at least 55 years old. The Club Championship is open to anyone. Any member can choose to play in their age group or in a lower-aged group if they wish.

There are several distinctions among the Champion, Senior Champion and Super Senior Champion. These flights are separated for good reasons. The Club Championship is a two-day event, and it can be played from the championship tees (gold) or from the blue tees. The Senior Championship is also a two-day event, but it may be played from shorter tees than the Club Championship. The Super Senior Championship is only a one-day event and will likely be played from the white tees. All three championships can be played the same weekend with good planning. The Saturday round can involve the Club and Senior Championships, and the Sunday round can involve all three flights. In some seasons, the Super Senior Championship was played as its own event. When this happened, other age groups were invited to play that day but in their own separate event, normally an individual event.

Rules: The golfer with the lowest two-day gross score in the Championship flight is the Club Champion for the season. The golfer with the lowest two-day gross score in the Senior flight is the Senior Club Champion. The golfer with the lowest round (gross) in the Super Senior flight is the Super Senior Champion.

Handicapping: Players get 100% of their course handicap from the appropriate tee color for both days

Buy-Ins: \$20 per player (mandatory) pays for gross and net score. This is the only tournament where the gross score competition is mandatory. This is necessary to help balance the payouts, which are substantially higher than normal tournaments. The club's account will have to subsidize the prize pool, because the prizes will exceed the fees collected by the competitors. Players can pay an additional \$10 for skins.

Flighting: The Senior and Super Senior Championship field sizes will likely be small enough for a single flight competition; however, the Club Championship will likely attract 40 to 50 golfers or more. In this instance, it is appropriate to separate the field into two flights by handicap. When the field is divided into two flights, the Club Champion will come from the A-Flight. Also, any player can choose to play in the A-Flight if they wish.

Posting: Both rounds must be posted

Prizes: For the Club Championship in 2022, the Club Champion won \$250 and the runner up won \$100. The B-Flight gross winner won \$150 and the runner up won \$100. Payouts for the net competitions in both flights were \$150, \$100, \$75, \$65 and \$50 for the top five places. For purposes of spreading the wealth, a player cannot win prizes in both the gross and net competitions. When a player places above the money line for both gross and net, award only the higher prize.

Additionally, a small consolation prize is awarded to the golfer in each flight who scores the low net score on the second day of the competition, also known as "Second Day Net Money," and only those golfers who did not earn any other money in the competition are eligible for that prize. In 2022, the Second Day Net was a \$30 prize; one for each flight. This prize exists to attract golfers who scored poorly on Day 1 to return for Day 2.

Horse Race: Following the Day 1 competition, another competition may be held called a "Horse Race". The Horse Race requires its own buy-in, \$10 to \$15 depending how much the board wants to award. The Horse Race is a two-man alternate shot where the entire field plays each hole together. After each hole, teams are eliminated by score until only one team remains.

Tournament Handbook

V. Tournament Scoring

Tournaments can be scored by pro shop staff members, or by board members equipped with software to do so. In 2022 and 2023, the River Course staff used on-line software called Golf Genius, and as a word of caution, this software did not always yield tie-breaker results in accordance with our rules. Additionally, the software requires careful attention to apply handicaps for team events where the team posts only a single score for each hole. Also, the software is incapable of scoring the complicated 1 Gross / 2 Net event. Finally, when relying on the pro staff to do the scoring, the results may not be completed until a day or more after the event.

In 2022, the board decided to score most of its own events so that the results could be posted the same day. While this process yielded faster and more accurate results, it is a non-trivial two-man task that requires roughly an hour of data input following the round.

Card-Offs: Most events will require the application of tie-breaker rules, known as “card-off”. When two golfers tie for any place (including first place), the tie is settled by the following rules, applied in the following order:

1. Lowest back nine score
2. Lowest sum of the final six holes
3. Lowest sum of the final three holes
4. Lowest sum of the final two holes
5. Hole #18, then #17, then #16, etc.

In this example, the A-Flight had ten paid places for the net competition. Six golfers shot a 61 but were paid substantially different prizes. Three golfers shot 63, but only one of those golfers earned a prize at all. Note the card-off scores in brackets, for all of the tied scores. These are the total score, the back nine, then the back six, and back three holes in order. All of those values are necessary to properly sort the money places.

A-Flight Net				
Place	Player	Score	Cardoff Score	Payout
1	Pakulski, Lefty	56		\$73
2	Gorton, Mike	60		\$51
3	Metheany, Craig	61	{ 61, 27, 19, 9 }	\$36
4	Kaatz, Eric	61	{ 61, 27, 20, 9 }	\$25
5	Howell, David	61	{ 61, 28, 20, 9 }	\$20
6	Enderle, Jim Jr.	61	{ 61, 29, 20, 10 }	\$19
7	Fitzgerald, Dan	61	{ 61, 29, 20, 10 }	\$18
8	Foreman, Chuck	61	{ 61, 30, 21, 10 }	\$17
9	Carbaugh, Troy	62		\$16
10	Kaatz, Paul	63	{ 63, 28, 19, 9 }	\$15
11	Tafelski, Mark	63	{ 63, 29, 21, 10 }	
12	Schock, Mike	63	{ 63, 30, 20, 11 }	
13	De Dios, AJ	64		

VI. Prizes

The minimum prize for any golfer who scores in the money is \$15. In the 2021 season, the board voted to utilize the card-off to settle all ties, instead of pooling prizes and sharing them equally among the members who tied, as is done in PGA events. This policy simplifies the prize calculations and prevents the prize pool from being diluted in instances such as the example above. In this example, the prize pool was \$290 total. If this prize pool had to award prizes to the 11th and 12th place golfers, then an additional \$30 would have been needed from that prize pool to pay them, essentially diluting the prizes for the top 10 golfers. Additionally, pooling prizes for tied places is a math chore, and it will result in a different prize payout construct for every tournament.

Prizes for low gross and low net scores are awarded to the top 1/3 of the finishers for each flight. These prizes are awarded as pro shop script/credit. The payout table for these prizes are shown on the following page. The table yields the **per person prize**, whether the event is an individual or team event. To use the table, find the number of teams or golfers in the second row. In the row above that, you'll find the number of paid places for that prize pool. And in the rows below, you'll find the prizes for each place. In every instance, the sum of those prizes equals the prize purse.

This table works for two-man team events. Just use the number of teams instead of the number of individuals and the table will still yield the per person prize. It works for four-man events as well; however, use caution when there are actually 3-man teams in the event (short one player) because that team did not pay into the prize pool equally with all other teams.

Tournament Handbook

VII. Payout Tables

Use these tables to calculate the prizes for each event. The tables are based on individual play, but they work for team events as well. Find the number of players (or teams) in the second row of the table, then read down for the prize values for each paid place. For team events, this table yields the payout **per player**.

# of Places Paid	2			3			4			5			6			7		
# golfers or teams	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Purse	\$50	\$60	\$70	\$80	\$90	\$100	\$110	\$120	\$130	\$140	\$150	\$160	\$170	\$180	\$190	\$200	\$210	\$220
1st	\$29	\$35	\$41	\$36	\$41	\$46	\$44	\$48	\$51	\$49	\$54	\$57	\$55	\$59	\$63	\$60	\$64	\$68
2nd	\$21	\$25	\$29	\$26	\$29	\$32	\$30	\$33	\$36	\$35	\$37	\$40	\$38	\$41	\$44	\$42	\$45	\$48
3rd				\$18	\$20	\$22	\$21	\$23	\$25	\$24	\$26	\$28	\$27	\$29	\$31	\$29	\$31	\$33
4th				\$15	\$16	\$18	\$17	\$18	\$20	\$19	\$20	\$21	\$21	\$22	\$23			
5th										\$15	\$15	\$15	\$16	\$16	\$16	\$17	\$17	\$17
6th										\$15	\$15	\$15	\$16	\$16	\$16	\$16	\$16	\$16
7th													\$15	\$15	\$15	\$15	\$15	\$15

# of Places Paid	8			9			10			11			12			13					
# golfers or teams	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40			
Purse	\$230	\$240	\$250	\$260	\$270	\$280	\$290	\$300	\$310	\$320	\$330	\$340	\$350	\$360	\$370	\$380	\$390	\$400			
1st	\$65	\$69	\$72	\$69	\$73	\$77	\$73	\$77	\$81	\$77	\$80	\$83	\$80	\$83	\$85	\$83	\$86	\$89			
2nd	\$45	\$48	\$51	\$48	\$51	\$54	\$51	\$54	\$57	\$54	\$56	\$59	\$54	\$56	\$57	\$54	\$55	\$57			
3rd	\$32	\$34	\$36	\$34	\$36	\$38	\$36	\$38	\$40	\$37	\$39	\$40	\$36	\$38	\$40	\$36	\$38	\$40			
4th	\$22	\$23	\$25	\$24	\$25	\$26	\$25	\$26	\$27	\$26	\$27	\$29	\$24	\$26	\$30	\$27	\$29	\$31			
5th	\$18	\$18	\$18	\$19	\$19	\$19	\$20	\$20	\$20	\$21	\$22	\$23	\$23	\$24	\$25	\$24	\$26	\$27			
6th	\$17	\$17	\$17	\$18	\$18	\$18	\$19	\$19	\$19	\$20	\$21	\$21	\$22	\$22	\$22	\$23	\$23	\$23			
7th	\$16	\$16	\$16	\$17	\$17	\$17	\$18	\$18	\$18	\$19	\$19	\$19	\$21	\$21	\$21	\$22	\$22	\$22			
8th	\$15	\$15	\$15	\$16	\$16	\$16	\$17	\$17	\$17	\$18	\$18	\$18	\$20	\$20	\$20	\$21	\$21	\$21			
9th				\$15	\$15	\$15	\$16	\$16	\$16	\$17	\$17	\$17	\$19	\$19	\$19	\$20	\$20	\$20			
10th				\$15	\$15	\$15	\$16	\$16	\$16	\$17	\$17	\$17	\$18	\$18	\$18	\$19	\$19	\$19	\$20	\$20	
11th										\$15	\$15	\$15	\$16	\$16	\$16	\$18	\$18	\$18	\$19	\$19	\$19
12th										\$16	\$16	\$16	\$17	\$17	\$17	\$18	\$18	\$18	\$19	\$19	\$19
13th													\$16	\$16	\$16	\$16	\$16	\$16			

# of Places Paid	14			15			16			17			18			19				
# golfers or teams	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58		
Purse	\$410	\$420	\$430	\$440	\$450	\$460	\$470	\$480	\$490	\$500	\$510	\$520	\$530	\$540	\$550	\$560	\$570	\$580		
1st	\$86	\$89	\$92	\$89	\$92	\$95	\$91	\$94	\$97	\$94	\$96	\$99	\$98	\$101	\$104	\$102	\$105	\$108		
2nd	\$55	\$57	\$59	\$58	\$60	\$62	\$59	\$61	\$63	\$61	\$62	\$64	\$64	\$66	\$68	\$66	\$68	\$70		
3rd	\$37	\$39	\$41	\$40	\$42	\$44	\$41	\$43	\$45	\$42	\$43	\$44	\$45	\$46	\$47	\$47	\$48	\$50		
4th	\$27	\$29	\$31	\$30	\$32	\$34	\$30	\$32	\$34	\$32	\$34	\$35	\$34	\$35	\$36	\$36	\$37	\$38		
5th	\$25	\$26	\$27	\$27	\$28	\$29	\$27	\$28	\$29	\$28	\$29	\$30	\$28	\$29	\$30	\$30	\$32	\$32		
6th	\$24	\$24	\$24	\$25	\$25	\$25	\$26	\$26	\$26	\$25	\$26	\$27	\$26	\$27	\$28	\$28	\$28	\$29		
7th	\$23	\$23	\$23	\$23	\$23	\$23	\$25	\$25	\$25	\$24	\$25	\$26	\$25	\$26	\$27	\$26	\$26	\$27		
8th	\$22	\$22	\$22	\$22	\$22	\$22	\$23	\$23	\$23	\$23	\$24	\$24	\$24	\$24	\$24	\$24	\$24	\$24		
9th	\$21	\$21	\$21	\$21	\$21	\$21	\$22	\$22	\$22	\$23	\$23	\$23	\$23	\$23	\$23	\$23	\$23	\$23		
10th	\$20	\$20	\$20	\$20	\$20	\$20	\$21	\$21	\$21	\$22	\$22	\$22	\$22	\$22	\$22	\$22	\$22	\$22		
11th	\$19	\$19	\$19	\$19	\$19	\$19	\$20	\$20	\$20	\$21	\$21	\$21	\$21	\$21	\$21	\$21	\$21	\$21		
12th	\$18	\$18	\$18	\$18	\$18	\$18	\$19	\$19	\$19	\$20	\$20	\$20	\$20	\$20	\$20	\$20	\$20	\$20		
13th	\$17	\$17	\$17	\$17	\$17	\$17	\$18	\$18	\$18	\$19	\$19	\$19	\$19	\$19	\$19	\$19	\$19	\$19		
14th	\$16	\$16	\$16	\$16	\$16	\$16	\$17	\$17	\$17	\$18	\$18	\$18	\$18	\$18	\$18	\$18	\$18	\$18		
15th				\$15	\$15	\$15	\$16	\$16	\$16	\$17	\$17	\$17	\$17	\$17	\$17	\$17	\$17	\$17		
16th				\$15	\$15	\$15	\$16	\$16	\$16	\$16	\$16	\$16	\$16	\$16	\$16	\$16	\$16	\$16	\$16	\$16
17th										\$15	\$15	\$15	\$16	\$16	\$16	\$16	\$16	\$16	\$16	\$16
18th										\$15	\$15	\$15	\$15	\$15	\$15	\$15	\$15	\$15	\$15	\$15
19th													\$15	\$15	\$15	\$15	\$15	\$15		