

# Couples League Event Descriptions

## USGA Rules will be used loosely in Couples League!

The Couples League is just a fun night out on the course; hopefully we all understand that this is not the Men's or Women's Open League where you can be as competitive as you want.

The "Gimme" tape will be used in couples league. If your ball is within the tape mark on the pin, you can pick-up your ball and add the stroke to your score.

## Weather – Cancellation/Postponements

The Couples League will NOT play in adverse conditions. If it has been raining all day, the league will inevitably cancel for the night. If there are scattered showers with no visible dangerous weather either on course or radar, we will need to make a decision at the course. (We will lean towards cancelling rather than playing)

Unfortunately, there may be the chance we have some tough weather where we will not be able to play. If a decision can be made early in the day as the course has become unplayable, that decision will be posted on the League Website 4:00pm. If you do not have access to the website, you may call the course directly at (651) 501-6321 and the voice mail will have an updated message for you. If the decision is made early enough, a league wide email will also be sent (make sure the course has an updated email address for you) If it is after 4:00 P.M., you should assume that a decision will be made at the course. You can certainly keep checking the website or calling the check-in desk for any updates.

If weather causes the entire night to be washed out, you will receive a rain check the following week.

If there is a cancellation, any scheduled dinners will still take place as catering arrangements were previously made.

## Event Descriptions

### Two Person Scramble

Each team member hits a tee shot. The team will then choose the best shot of the two and both team members hit 2nd shots from that spot. The spot should be fairly close to within one club length of the original position, no closer to the hole. You will continue this procedure until you finish the hole.

### Scotch Doubles/Pinehurst/Chapman Format

This 2-person team format is named after Dick Chapman, a great amateur golfer who played The Masters 17 consecutive years. He "invented" the game at Pinehurst Resort; hence it is alternately called Chapman or Pinehurst.

In the Scotch Doubles/Pinehurst/Chapman System, both players on a team tee off, then they switch balls.

Player A plays Player B's drive, and vice-versa. Each player hits his second shot.

They then select the better of the second shots, and from that point until the ball is holed they play only one ball in an alternate shot format.

So, switch balls after the drive, select the one best ball after the second shot, play alternate shot until the ball is holed. The player whose second ball was not chosen gets to play the third shot (so teams might sometimes choose the best ball after two shots based on who will get to hit the third).

## **Mixed Bag O'Fun**

*This is a Four-Person Scramble on each hole!*

**Hole 1: "Silly Sand"** – Before you can hit an approach shot to the green, the group must play a shot from the fairway bunker on the right. Once in the bunker, the shot from the bunker does not count as a shot. i.e. if someone on the team hits a tee shot into the bunker, the next shot does not count. If the ball is on the green, the group lies 1 and is putting for an eagle!

**Hole 2: "Missy"** – You must intentionally "MISS" the green with your first shot. If all four land on the green, you must hit off the green before going towards the hole.

**Hole 3: "Portal"** There will be a designated area painted near the water hazard. If any team member's ball lands in the "Portal" your ball will be sent through the "Portal" to a designated spot on the green!

**Hole 4: "Tee Box Game"** - Each team must have one player hit a tee shot from each of the following teeing areas: BLACK, WHITE, GOLD, & RED.

**Hole 5: "PERSI"** – You hit your tee shot with the dedicated persimmon/wooden driver that will be left at the tee. (We will have both right and left handed persimmon clubs available at both the white & red tees) Play the rest of the hole with your own clubs in a standard 4-person scramble. (You cannot bring your own persimmon/wooden driver to use)

**Hole 6: "Putter Ball"** – Once you are on the green, you must use the designated putter for putting.

**Hole 7: "One Club"** – Each player must select "One Club" to play the entire hole with. (Example: a team may have one player with a driver, an iron, a wedge, and a putter) It's your choice, but whichever club each individual selects, they must use that for all of your shots. **PRO TIP:** Do not have all team members choose a driver. Playing the 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> shots will be difficult with a driver.

**Hole 8: "BIG CLUB"** – Each player must use a driver for their tee shot.

**Hole 9: "In the Bucket"** – Each team must use at least one shot from each player. So, the tee shot that was selected, that person is not eligible to hit another shot until every other player's shot has been used. Then the same on the 2<sup>nd</sup> shot, the person who hit the 2<sup>nd</sup> shot, cannot hit the 3<sup>rd</sup> or 4<sup>th</sup>. Eventually, there will be one person for the 4<sup>th</sup> shot. Hopefully, you only need four shots, but if you need a 5<sup>th</sup>, all four players are eligible again.

## **2-Person Tee Box Game Scramble**

Each team member hits a tee shot. The team will then choose the best shot of the two and both team members hit 2<sup>nd</sup> shots from that spot. The spot should be fairly close to within one club length of the original position, no closer to the hole. You will continue this procedure until you finish the hole.

The twist in this event is that all MALE players must play from the following tee boxes during the round: 1 from the black tee box, 2 from the blue tee box, 3 from the white tee box, 2 from the gold tee box, 1 from the red tee box.

All FEMALE players must play from the following tee boxes during the round: 1 from the blue tee box, 2 from the white tee box, 3 from the gold tee box, 2 from the 150 yard marker, 1 from the red tee box. Team strategy will be very important in this event!

## **Four Person “Step Aside” Scramble \*\*\*NO GIMMES in this Event\*\*\***

Normal scramble rules apply except the following: The player whose ball is selected by the group for playing the next shot is forbidden to participate in the next shot. This no-succession rule applies to every shot until the ball has been holed. \*\*\*NOTE: Threesomes electing to play four balls in this event may assign the first three holes to one golfer, holes 4 through 6 to another golfer, and the final three holes to the remaining golfer. If the shot selected is from the player with two shots, that player is forbidden to participate in the next shot meaning the next shot will be ONLY played by the other two players and with one shot each.

The team must carefully choose the golfer to hole short putts because that golfer will not be allowed to hit a ball off the next tee. This is a good strategy game for team development, camaraderie, collaboration, and cooperation. And, it is fun to play if the big egos are set aside. The ball closest to the pin is not always the ball to select for play. You have to think about which player has the shot you need, and which player you can afford to have step aside for the following shot.

## **2-Person Four Club Scramble**

This event is the same as the 2-Person Scramble with the exception that each team member only can carry 4 clubs. (Yes, the putter is considered one of your clubs; NO, you cannot borrow your partners clubs)

## **Guy's vs. Gal's Match Play (Ryder Cup Team Style)**

This is a 2-person Scramble TEAM EVENT. In each foursome, Guy's will partner with each other and the Gal's will partner with each other. Each team member hits a tee shot. The team will then choose the best shot of the two and both team members hit 2nd shots from that spot. The spot should be fairly close to within one club length of the original position, no closer to the hole. You will continue this procedure until you finish the hole.

Unlike stroke play, in which the unit of scoring is the total number of strokes taken over one or more rounds of golf, match play scoring consists of individual holes won, halved or lost. On each hole, the most that can be gained is one point. At the end of the round, tabulate the holes won by each team. The team with more points will win the match and earn a point for their respective team (Guy's or Gal's) If a match ends in a tie, they will split the match point.

We will tabulate all the team scores for the Gal's and all the team scores of the Guy's to see who has won.

## **4-Person “Punt, Pass, or Mulligan” Scramble**

The “4-person Punt, Pass, or Mulligan Scramble” is your basic 4-person scramble with three twists for each player. Each member of the 4-person team will get the following options during the round: One chance to “Punt/Kick” the ball, One chance to “Pass/Throw” the ball, & One chance at a “Mulligan”. This is the most fun event of the year!