

2021/2022 Tournament Schedule

(These tournaments are in addition to the regularly scheduled Monday, Wednesday, Thursday and Saturday Tournaments)
(click on tournament name for more info)

October 30th

[Pink Ball Tournament \(Team play, choose your own team\)](#)

Signup period starts October 9th (Saturday).
Signup period ends October 28th (Thursday).
Pink Ball Tournament October 30th (Saturday).

November 7th

[Chapman Tournament \(2-person team play\)](#)

Signup period starts October 9th (Saturday).
Signup period ends November 3rd (Wednesday).
Tournament matches posted November 6th (Saturday).
Tournament commences November 7th (Sunday)

November 13th

[Red, White & Blue Tournament \(Team play, two net scores\)](#)

December 11th

[Las Vegas Scramble Tournament \(Team play, choose your own\)](#)

January 16th

[Individual Match Play Tournament](#)

Signup period starts December 4th (Saturday)
Signup period ends January 12th (Wednesday).
Tournament matches posted January 15th (Saturday).
Tournament commences January 16th (Sunday).

January 22nd

[3 Club Tournament \(Team play\)](#)

February 12th

[Valentine Tournament \(Team play, two net scores\)](#)

March 12th

[March Madness Tournament \(Team play, best net scores\)](#)

April 2nd and 3rd

[Club Championship Tournament \(Individual stroke play\)](#)

Signup period starts February 26th (Saturday)
Signup period ends March 24th (Thursday)
Tournament tee times posted March 26th (Saturday)
Tournament April 2nd and 3rd (Saturday & Sunday)

Chapman Match Play Rules

1. **Chapman Match Play:** "Chapman" is the name of a 2-person team competition format.
 - a. In the Chapman Match Play two teams play against each other (two players per team, teams can be comprised of man/man, woman/woman, or woman/man).
 - b. Both players on a team tee off with their own individual ball. For the second shot each player switches and plays their partner's ball from where it lies (Player A plays Player B's ball and Player B plays Player A's Ball). After each player has hit their second shot the team chooses one of their two balls to play out the hole (pick the one up that was not chosen). Then, using alternate shots, play the remaining ball chosen, until it is holed. The team only plays one ball in an alternate shot format after the second shot has been hit. (Example: Player A and Player B tee off. Then each player hits their second shot from where their partners tee shot lies, in other words Player A hits Player B's tee shot and Player B hits Player A's tee shot. After hitting their second shot they chose the ball to play for the remainder of the hole, in other words If the team selects Players B's second shot then Player A will hit the third shot, then Player B hits the fourth shot, then Player A hits the fifth shot, alternating shots until the ball is holed. No one player hits the same ball twice in a row).
 - c. Team with the low net score for the hole wins the hole.
 - d. If match is tied after 18 holes, play "sudden death" starting on hole #5, if tied after #5 then continue on to the next holes until someone wins a hole. Teams will get the same handicap strokes on the same holes as they did on the first 18 holes (i.e. if a team got a stroke on hole #7 in tournament play then they get a stroke on hole # 7 in "sudden death" play".
 - e. **Recap:** Tee off, switch balls after the drive, both players hit their second shot, select the one best ball after the second shot that they want to finish the hole with, play alternate shot with the single ball selected until the ball is holed. The player whose second shot was not chosen has to play the third shot.

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Individual Match Play Rules

1. Individual Match Play:

- a. In Match Play the game is played by holes. Holes are Won, Lost or Halved.
- b. In Individual Match Play two Players play against each other.
- c. The Player with the low net score for a hole wins the hole.
- d. A player wins a match when the opponent cannot score more winning holes than the player with the most holes won. Match play matches do not have to go the full 18 holes. They often do, but just as frequently one player will achieve an insurmountable lead and the match will end early. Say you reach a score of 6-up with 5 holes to play - you've clinched the victory, and the match is over.
- e. If match is tied after 18 holes, play "sudden death" starting on hole #5, if tied after #5 then continue on to the next holes until someone wins a hole.

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Club Championship Rules

- Stroke play format.
- Prizes for low net score men (2 divisions, 1st & 2nd) and women (1 division, 1st & 2nd).
- Eligibility: Any owner or renter (with a monthly pass) with a current local 18-hole Handicap can play (see Club Handicap Policy).
- Tee times will be established starting at 9:00 am on Saturday and 12:00 pm on Sunday. Tee times will be posted prior to the tournament. All participants (or a group representative) will meet at the SCH between 7:45 a.m. and 8:30 a.m. (Saturday of the tournament) to pick up their scorecards and tee assignments. Half of the groups will tee off from #1 and half from #8.
- Course will be closed to non-tournament play during tournament rounds.
- Everyone plays 2 rounds (one round Saturday and one round Sunday).
- Banquet at Main Club House following final round Sunday (about 4:00).

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Three Club

Three Club is a golf format that requires each player to pick just three golf clubs to use during their round. The choice of clubs is up to the player. If chosen, the putter would be considered one of the three clubs.

The choice of clubs can't be changed during the round - once you've chosen a 3-wood, 9-iron and putter, for example, those are the only clubs you can use during the round.

Four person teams, scramble format. Three drives are used for each player. Handicap is team total divided by 8 for four players and team total divided by 6 for three players. Play the short course (14 hole layout).

Low net scores for the round will win either 1st, 2nd or 3rd, etc. The number of places paid depends on the number of teams that play.

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Las Vegas Scramble

The Las Vegas Scramble is a competition format that is a variation of a regular scramble. It involves the use of a 6-sided die. Here's how it works:

Before play begins, assign a number from one to four to each member of your 4-person team. (If a team has a phantom player, then assign the phantom a number also)

At each tee box, all four members tee off, then the 6-sided die is thrown or rolled. Check the number that comes up on the die. If it is a 1, 2, 3 or 4, then the drive of the team member whose number matches must be used on that hole. (Example: On the first hole, all four team members hit drives. Then the number 3 is rolled. The drive hit by the team member who is designated No. 3 is the drive that must be played on this hole.)

If the die comes up 5 or 6, then the team can choose the best drive among the four.

Whether the die chooses your drive for you (rolling 1 through 4), or allows the team to choose the next drive (rolling 5 or 6), the hole is then played out as a normal scramble.

Handicap Allowance: Handicaps will be determined as follows with a fraction of the combined handicaps of the team members serving as one handicap for the team.

- For a 3-person team, add all three individual handicaps and divide by 6.
- For a 4-person team, add all four individual handicaps and divide by 8.

This handicap allowance is subtracted from the team's total gross score at the end of the round to determine the team's net score. Low net scores win 1st, 2nd, 3rd place, etc. Number of places paid out depends on the number of teams that play.

The Consolation prize winner (this category depends on number of teams playing) will be determined by the remaining teams throwing two dice (remove 1st, 2nd, and 3rd place, etc. teams from this dice throw). Ties will have a throw off. Team members determine who will represent their team and throw the dice. Highest number thrown wins 4th place.

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Nassau

The Nassau is one of the most popular golf tournament formats. It's essentially three tournaments (or bets) in one: the front seven, back seven and 14-hole scores all count as separate tournaments or bets.

In a Nassau tournament, the team winning the front seven wins a prize, the team winning the back seven wins a prize, and the team with the low 14-hole total wins a prize. A team can only win once.

The Nassau will be played on the 14 hole layout. It will be a Scramble. At least **three drives from each player** are required to be used.

Handicap Allowance: Handicaps will be determined as follows with a fraction of the combined handicaps of the team members serving as one handicap for the team.

- For a 3-person scramble, add all three individual handicaps and divide by 6 and multiply by 80%.
- For a 4-person scramble, add all four individual handicaps and divide by 8 and multiply by 80%.

This produces one group handicap which is used during play. Handicaps will be rounded to the nearest whole number (example: 55 divided by 8 x 0.8 = 5.50, rounded to 6 or 51 divided by 8 x 0.8 = 5.1 rounded to 5). The handicaps are allocated to the handicap-stroke holes for each team and applied to the team score for that hole.

Teams will add up their team score for the front seven holes, back seven holes, and for the total 14 holes. There will be winners for the lowest scores on the front seven, back seven, and 14 holes. Payout per the Nassau payout sheet. Ties for any seven hole side or 14 hole total will split the pot for that side.

Scores will be posted by a Tournament representative on the master tournament scoreboard.

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Shamble

A shamble is a type of golf tournament that combines elements of a scramble with elements of regular stroke play.

Like in a scramble, all members of a team tee off and the best ball of the four tee shots is selected. All players move their balls to the spot of the best ball. From this point, the hole is played out at stroke play, with all members of the team playing their own ball into the hole.

Recap: select the best shot off the tee, move all balls to that spot, then play individual stroke play until each member of the group has holed out.

Four person teams, best two balls per hole. Each player on the team records their gross and net score for each hole (use the best ball scorecard, gross and net for each player).

Handicap Allowance: Play the 14 hole course layout. Each player uses 80% of their course handicaps. The 80% handicap is distributed across the 14 holes for each player. Team score for each hole will be the two low net scores added together.

Teams will add up their total net score for the 14 holes. The low net total scores for the round will win either 1st, 2nd or 3rd place accordingly.

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Pink Ball Scramble

This is a 14 hole tournament where all players must have a handicap. Pick your own 4 person team or simply put your name tag in the draw for teams. Each team will have two scores on each hole: a scramble score and a pink ball score. Final team score is the sum of the two net scores minus one stroke for each pink ball returned.

On each hole one player will play a pink ball from tee to cup under the rules of golf. The other players will play a scramble – resulting in two scores per hole. The pink ball is handicapped hole by hole. Meaning that each player will receive their handicap strokes at the time they play the pink ball. At the end of the round the scramble is handicapped just as in our regular Saturday scrambles. Each team will start with three pink balls and receive a score reduction for each one returned.

The **Pink Ball Rotation for all teams:** is from low handicap to high handicap. The lowest hdcp player (A) plays holes 1,5,9,&13. The second lowest hdcp (B) plays 2,6,10,14. Third low (C) plays 3,7,11. Highest (D) plays 4,8,12.

There will be a shotgun start on Saturday at 9:00 a.m.

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Red, White, & Blue Tournament

This is a 14-hole tournament where all players must have a handicap (see RCRVR Golf Club handicap policy). Pick your own 4-person team or simply put your name tag in the draw for teams.

Everyone on the team will tee off from the same tee markers (balls) matching the color of the flag (i.e.; red flag, red tee balls; white flag, white tee balls; blue flag, blue tee balls).

Each Player will play their own ball from tee to hole. Record each individual's gross score for each hole. Subtract their handicap for that hole to determine their net score. Choose two net scores to be used for the team score for that hole. The team score for a hole is the sum of the two net scores chosen. Circle the net scores used. At least three scores must be used for each player. (A three- person team uses a phantom. Use the handicap of the person playing the phantom.)

Handicaps used for each Player will be distributed over the 18 holes based on hole rated handicap. Gross score for everyone on Holes 15 through 18 will be par-plus (for posting purposes). Net score for everyone on Holes 15 through 18 will be par (3).

Low net team scores win 1st, 2nd, etc. Payout depends on the number of teams participating.

Wear red, white and/or blue (optional, but highly recommended).

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March Madness

This is a 14-hole tournament where all players must have a handicap. Pick your own 4-person team or simply put your name tag in the draw for teams. Each team will use two scores on each hole. Final team score for each hole is the sum of the two net scores.

Everyone on the team will tee off from the tee markers from which they established their handicap (generally white for the men, and red for the ladies).

Each Player will play their own ball from tee to hole. Record each individual's gross score for each hole. Subtract their handicap for that hole to determine their net score. Choose two net scores to be used for the team score for that hole. The team score for a hole is the sum of the two net scores chosen. Circle the net scores used. (A three- person team uses a phantom. Use the handicap of the person playing the phantom.) The team has to use at least three scores for each golfer.

Handicaps used for each Player will be distributed over the 18 holes based on hole rated handicap. Gross score for everyone on Holes 15 through 18 will be par-plus (for posting purposes).

Low net team scores win 1st, 2nd, etc. Payout depends on the number of teams participating.

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Valentine Tournament

This is a 14-hole tournament where all players must have a handicap (see RCRVR Golf Club handicap policy). Pick your own 4-person team or simply put your name tag in the draw for teams.

Everyone on the team will tee off from the red tee markers (red balls).

Each Player will play their own ball from tee to hole. Record each individual's gross score for each hole. Subtract their handicap for that hole to determine their net score. Choose two net scores to be used for the team score for that hole. The team score for a hole is the sum of the two net scores chosen. Circle the net scores used. At least three scores must be used for each player. (A three- person team uses a phantom. Use the handicap of the person playing the phantom.)

Handicaps used for each Player will be distributed over the 18 holes based on hole rated handicap. Gross score for everyone on Holes 15 through 18 will be par-plus (for posting purposes).

Low net team scores win 1st, 2nd, etc. Payout depends on the number of teams participating.

Wear red (optional, but highly recommended).

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