



SWS Golf Formats

2-Person Best Ball

"2-Person Best Ball" is a best-ball competition format in which the teams consist of two players. They play as one team vs. another. Each player on the team plays his own ball until completing the hole, then the lower of the two scores is recorded as the team score for that hole.

2-Man Scramble

A 2-Man Scramble is a competition format that is exactly what it sounds like: a [scramble](#) in which the teams consist of two players each. After each shot, the best of the two shots is selected and both players play from that spot, until the ball is holed. One team score is recorded.

Captain's Choice

"Captain's Choice" is usually just another name for a [scramble format](#). The Scramble is one of the primary forms of tournament play for golf associations, charity events and the like. A scramble is usually played with 4-person teams, but 2-person scrambles are popular, too. At a 2-person scramble, handicaps are usually applied; at a 4-person scramble, handicaps are usually not applied - unless it is an [Ambrose](#)-style scramble.

In a scramble, each player tees off on each hole. The best of the tee shots is selected and all players play their second shots from that spot. The best of the second shots is determined, then all play their third shots from that spot, and so on until the ball is holed.

Chicago

Chicago is a golf game whose format is based on golfers beginning their rounds with negative points (compare to [Quota](#)). In Chicago, players start with a negative amount of points, based on handicaps, and then add positive points during the round. The idea is to get from the negative to the positive, clearing your "hurdle" (the term used for your starting total of negative points) by as much as possible. Negative points begin at -39 for scratch golfers. A 1-handicapper starts with -38, a 2-handicapper with -37, and so on up to a 36-handicapper who starts with -3 points.

During the round, positive points are added on this basis:

- Bogeys are worth 1 point
- Pars are worth 2 points
- Birdies are worth 4 points
- Eagles are worth 8 points

Not everyone will be able to clear their hurdle, so the highest point total - whether that is 15 or -15 - wins.

Criss Cross

Criss Cross is in which the golfer choose the lower of two scores, resulting in a 9-hole total score. Here's how it works: Front 9 holes are paired up with the

corresponding Back 9 hole. In other words, think of No. 1 and No. 10 as a pair, No. 2 and No. 11, No. 3 and No. 12, and so on up to No. 9 and No. 18.

Following the round, compare the scores you recorded on No. 1 and No. 10 and circle the lower of the two. Compare No. 2 and No. 11 and circle the lower of the two, and so on through No. 9 and No. 18.

Then add up the 9 holes you've circled for your total score.

Pink Ball

Pink Ball is a game for 4-person teams that puts the onus on one player per hole to come through for the team.

Each group of four players in a [scramble](#) has a pink ball that rotates among players. For example, Player A uses it on the first hole, B on the second, C on the third, D on the fourth, then back to A on the fifth and so on.

In this game, two scores per hole are added together for the team score. Here's the catch: One of those two scores must be from the player with the pink ball. So, on each hole, the team score will be the score of the player with the pink ball, plus the lowest score of the other three players on the team.

Step Aside

"Step Aside" is a 4-person team played as a scramble, but the golfer whose ball is chosen for each shot has to sit out the next stroke.

Example: Players A, B, C and D tee off. Player B's drive is chosen as the team drive. Player B has to "step aside" - to sit out - on the next shot.

"T" and "F"

The "T" and "F" in a T and F refers to the first letter of the holes on the course (e.g., **T**hree, **F**our, etc.). In a T and F game, those holes hold special significance.

With 2-person teams, one person's scores are used on the "t" and "f" holes, the other partner's scores are used on the remaining nine holes. This format forces both players to contribute nine holes each to the team's 18-hole score.

With teams of three or more, "T and F" counts only scores recorded on holes beginning with "t" or "f." There are nine of those holes, four on the front nine, five on the back nine.

Reverse Scramble

As you might guess, a reverse scramble is, well, the reverse of that: the *worst* of the tee balls is chosen, and that's where the second shot is played. The *worst* of the second shots is chosen, and the third stroke is played from that location; and so on, until the ball is holed.

Tennessee Waltz or 1-2-3 Best Ball

"Tennessee Waltz / 1-2-3 Best Ball" is for 4-person teams. Each player on the team plays his own ball throughout the round. On each hole, a predetermined number of the lower scores are used.

On the first hole, the lowest score among the four players' counts as the team score. On the second hole, the two lowest scores become the team score. On the third hole, the three lowest scores become the team score. On the fourth hole, it's back to the one lowest score, and so on throughout the round.