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TOMORROW GOLF© 19.0

by Massimo Gessi

What I just created and present here below it is not an extemporaneous creation come out of the blue, it is a demand born out of the difficulties in creating new golfers that do not come for very specific reasons that I realized in my many years as a Golf Referee, from my many different assignments in the Golf world and as a player who played in all five continents.

I am not the only one to think this way; such a way of thinking had been already inside the Golf world just few years after the first code was published by St. Andrews; in 1889-90 already, the *Golfing Annual* reports: “... the anomalies which are unfortunately still to be found in the laws of golf, notwithstanding the many suggestions made in the direction of reforms.”, follows a long list of disputed arguments and ends this way: “... those who have to do with the spread of golf in new neighborhood and who are endeavoring to make players of the thousands should look for the greatest good of the greatest number, rather than to the upholding of ancient custom.” (excerpted from ‘Golfers at Law’ by G. Cousins).

Just substituting *neighborhood* with ‘world’ and *of the thousands* with ‘by the millions’, every single word and argument above, perfectly apply to today Golf.

From that unheard cry of freedom from bonds often arbitrary, if not unfair, I started to create a new Golf more Golfers’ friendly, where the challenges are related to the ball and the course, not to subparagraph and codicils of the Rules; a Golf accounting of the Golfers who may learn playing it in a couple of months and play it in a couple of hours, the recognized limit of any event that wants to keep up with the times, a golf course proportionate with their personal ability, a natural one, not an obstacles’ infested one and a minimal set of Rules caring for the good of the game only.

My Golf ethical-sportive fundamentals rely on those 13 laws written in 1744, anticipating a total different Golf related with the Enlightens century ideas, unfortunately extinguished by the next century, named the Restoration, not by chance; Golf devoted itself in the maniacal definition of every aspect of the Game, creating a hungry monster never satiated of new definitions, finally crushing under its own weight at almost regular intervals until today.

My new Golf is what the 1744 Golf could have become today straight away; fortunately, I let it relive in my “TOMORROW GOLF©”.

GOLFER: who he plays Golf for his pleasure primarily, he accepts any challenge posed by its golf ball on a fair course adapted to his ability and likes to play in a reasonable time, set by the Club, according to the few Rules set by TOMORROW GOLF©, playing on an equal footing with all other players.

Starting tee has to be according the distance each player may reach, no gender or age or ability shall be involved.

9 holes round to be played in two, two-and-a-half-hours maximum.

Hole maximum length shall be long as long are the shots each player is able to play.

Hole official length shall have only one, maximum two sets of tee, should the course be able to stand a reference player who hits 200 meters drives and a second reference player who hits 230 meters drives.

The reference player shall establish the hole PAR and which clubs had been used on it.

Hole maximum length shall not be longer than the reference player's shot or the sum of more shots of the reference player.

The 200 meters' driver reference player is predicated on his 3 wood at 190 mt. and his 6 iron at 130 mt.

The 230 meters' driver reference player is predicated on his 3 wood at 210 mt. and his 6 iron at 150 mt.

Hole's maximum length shall not be longer than:

PAR 3: the longer club allowed is the 3 wood for a maximum length of 190 or 210 meters

PAR 4 is predicated on the maximum length reachable by the reference player using his driver plus his 6 iron = 330 and 380 meters.

PAR 5 is predicated on the maximum length reachable by the reference player using his driver + his 3 wood + his 7 iron = 510 and 580 meters.

The selected reference player shall virtually play the course strictly following the course's design, no shortcut, no slope consideration, limited by the above maximum distances, so determining all the golf clubs that had been used on each hole.

ALL PLAYERS WILL START FROM A PERSONAL TEE DEvised BY A COMPUTER TO MAKE EACH PLAYER REACHING THE GREEN USING THE SAME CLUBS AND THE SAME NUMBER OF SHOTS HIT BY THE REFERENCE PLAYER.

IT IS MANDATORY TO INSERT ON THE SCORECARD THE NUMBER OF PUTTS TAKEN, FROM THE COLLAR INCLUDED.

IT IS MANDATORY TO PLAY THE BOGEY ONLY AS THE MAXIMUM; SHOULD THE BALL NOT YET BE HOLED OUT, THE PLAYER WILL PICK IT UP INSERTING A DOUBLE BOGEY ON THE SCORECARD.

How does it all start?

FIRST TIME, THE PLAYER SHALL START FROM THE PERSONAL TEE DETERMINED BY THE LENGTH OF THE DRIVE THAT HE HIMSELF HAS DECLARED, THAT IS, THE LONGER CLUB IN HIS BAG.

On the score is inserted a table to help in choosing what distance to declare in the beginning.

Nota Bene. It does not matter much from where a player will start. The course length difference among the tee is such that choosing a too long tee, the player will never be able to return a winning score, should he start from a too short tee, computer will detect a score "too good to be true" rejecting it as NOT VALID, no further consequences, that player had a good time on the course but he won't get any prize.

The bag may contain "all 14 or any club", from driver to lob wedge or from 3 wood to sand or must contain irons only, mandatorily from SIX iron down, the longer club's distance determines the starting tee.

At last, players will discover that age and physical conditions are not compatible with ALL the clubs inside their bags, discovering also that their game will improve, sometime a lot, leaving home, at the right time, the longer clubs, driver for first, since it asks for speeds absolutely unreachable for players over their 65s. See my THE BAG.

Now we have to find the location of our personal tee. Here is where the GPS comes in play. Any GPS Golf device, coupled with the scorecard, will be able to find our personal GPS tee.

Walking on the fairway centerline or along the mown paths from actual tee to fairway, when the GPS reads the value reported on the scorecard, we are exactly on our GPS starting tee.

I said that there two different golf bag: all clubs or irons only; they may play together on the same match on an equal footing with all other players.

Too much liberty? Too easy to declare an 'easy' distance? Only in appearance.

It will be easy to spot a 3 wood on the score and a driver in that player's hands as it will be easy to spot a player who continuously approaches from very shorter distances than those reported on the score; but this second instance is protected by the computer that will detect any incongruences since it is MANDATORY to insert in the score all putts taken, collar included.

In the beginning the player will have to try different tees until he will find the one making him playing scratch at least 60% of the times.

In a competition, ranking cannot be only by scores because too many will be equals, so the second parameter by which to rank shall be the QUALITY of that score. What makes quality is the good sense; it is easy to understand that a bogey at a 100 meters' par 3 is worse than a bogey at a 340 meters' par 4, so being these cases two equal scores, the par 4 bogey shall be ranked ahead of the par 3 bogey.

This algorithm is managed by the computer to ensure neutrality.

A GPS device, the scorecard printed by the Golf Club's computer, a frank good assessment of your golfing ability to choose the correct tee, will make you discover a new golfing world where motives will be stronger and more focused since PAR is the real possible target, reachable like Tiger or anybody else; you will also discover how much less fatiguing and more satisfactory is to reach a green in 1-2-3 shots instead of a couple more like today; all this will make a lot more intense the pleasure of a par; unless you are already a scratch player of course.

Have a good game, now the challenge is really fair and will contribute to better your game because you will be sure that NOW YOU CAN !

A final note; the actual way to start all players from the same tee on Professional tour, coupled with the clubs and balls technical performances that are still higher than all player's physical ability, created the Darwinian natural selection among players: the tallest and most athletic performer has cancelled the 'normal physical' players from the top of world rankings, with very few exceptions, take Francesco Molinari that can stay at the top only playing performances above all, he is not allowed a single mistake on the course; to win by two shots THE OPEN he had to play two bogey free rounds.

With the bombers he needs a couple of clubs more thus requiring a higher precision on approaches shots, something that is more difficult to do on each and every shot, that's why they call him Laser Frankie.

Why shouldn't we try to make all players to play the same clubs from their PERSONAL distances like in my TOMORROW GOLF® ?

In terms of power we would equalize Molinari with the Dustins and Bubbas but it would also be possible to have Proettes playing concurrently with men since the only single difference between Pros and Proettes is power, nothing else!

What really forbids to have tomorrow a Proette as the Masters' Champion? Male pride? Such a pride went lost on 1986 when a 46 years golfing oldie named Jack Nicklaus beat all those powerful youngsters on the field at the Master.

Golf is about the best player in the occasion being the winner; since it had been already widely accepted that a weaker oldie beats the strong youngsters, why a weaker Proette cannot be accepted as the Masters' Champion? Will anybody explain me this mystery? Augusta already has ajar open doors to women.

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THE COURSE NEEDS ONLY FAIRWAY'S HEIGHT MOWN PATHS FROM ACTUAL TEES TO FAIRWAY'S CENTERLINE, TWO MOWING MACHINE'S PASSES WIDE.

COSTS FOR ANY 9 HOLES database set, including the software to print scores and rank all scores according to TOMORROW GOLF[©]:

Course's layout provided by the golf club through the compilation of the form "COURSE layout" found in the DOWNLOADS section:

500 € total for 9 holes plus 40/60 € each dog leg hole or for each hole with such an uneven ground where it is impossible to virtually lay all GPS tee in line, depending on the difficulties based on processing time.

The above 'uneven ground' happens when start tee are on top of a cliff or any other obstacles types, wider than 20 meters, intervene on the part of the hole where GPS tee are.

One single order for 2 nine holes courses of the same Golf Club, prices are 900 – 40 - 60

One single order for 3 nine holes courses of the same Golf Club, prices are 1200 – 40 – 60

The Golf Club only sends hole's standard length:

700 € total for 9 holes plus 60/80 € each dog leg hole or for each hole with such an uneven ground where it is impossible to virtually lay all GPS tee in line.

One single order for 2 nine holes courses of the same Golf Club, prices are 1300 – 50 - 70

One single order for 3 nine holes courses of the same Golf Club, prices are 1680 – 50 – 70

After my course's mapping, the Club must approve it by e-mail, Clubs corrections will be accepted before final approval; only after the final approval I will start to process it.

In the DOWNLOADS section there is an operative sample of the CLUB TOMORROW GOLF[©]

Computer minimal requirements: Windows 2007 + Excel & Word 2007 or better.

For the Nations with the bigger golfing population, the following ten holes TOMORROW GOLF[©] programs are available at no charge, provided there is only one dog leg hole and no 'uneven ground' hole.

The first to ask through the compilation of the form "COURSE layout" found in the DOWNLOADS section, is the one who gets it:

USA, 1 for the West coast + 1 for the East coast

CANADA 1 + Toronto area 1 (*a debt of gratitude*)

SCOTLAND 1,

ENGLAND 1

JAPAN 1

AUSTRALIA 1 + Sydney area 1 (*my second home town*)

SOUTH AFRICA 1

I prepared this “simplified TOMORROW GOLF” version to let Golfers test it on their own. The program can be downloaded for free from the DOWNLOADS section, made of two Excel sheets and a WORD sheet named BACKSCORE to be printed on the back of the scorecard, containing a TOMORROW GOLF® Rules’ summary.

This simplified system works the same as the full system, but on the score card do not appear which clubs are used although EACH HOLE’S LENGTH IS BUILT SO THAT ALL PLAYERS WILL USE THE SAME CLUBS.

It has few limitations compared to the full TOMORROW GOLF® system.

This system is not apt for competitions, it is reliable for friendly matches until drive distances playing together are within 30 meters, here its precision is more than good; exceeding that difference, somebody may be a little advantaged or disadvantaged but there is no way to tell who and how much because of the too many variables.

When within the drive distance there is a fairway discontinuity, water or a glen, it cannot say if the first drive will stop before, after or fall in it.

Dog leg holes are a little more complicated because GPS tee location must be searched on the GPS device with the ‘distance to obstacle’ function, looking for the player’s drive distance from the hole’s turning point.

Dog leg are played from GPS tee to the hole’s turning point for all players, then the 2° leg will be played but there will be players who cannot reach the green with one shot only, thus the hole par will be augmented by one shot, making dog leg holes both a par 4 and a par 5; that’s why score must be calculated with the DELTA PAR for a proper ranking: from each player’s total score will be subtracted his PERSONAL course’s par.

All these limitations together make this system still a lot better of the inequalities caused by the actual handicap’s system.

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HOW TO PLAY

by Massimo Gessi

GENERAL 19.0

ANY FORM OF PLAY WILL BE PLAYED SCRATCH ONLY, COUNTING ALL SHOTS, VIRTUAL SHOTS AND PENALTIES BUT LIMITED TO THE MAXIMUM OF THE DOUBLE BOGEY.

IN ANY FORM OF PLAY IT IS MANDATORY TO KEEP A SCORECARD ON WHICH IT IS ALSO MANDATORY TO INSERT ALL PUTTS TAKEN ON THE GREEN, COLLAR INCLUDED, a ball holed from outside the green and the collar calls for a zero in the putts scorecard section; for a double bogey score leave empty the putts section, should a hole be incomplete, insert a double bogey.

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THE GAME MUST BE PLAYED TILL THE LAST HOLE, THE NINTH, abiding by the following rules:

Any competition ends after the completion of the ninth hole, unless the Committee decided that an all square match shall continue with the sudden death format; normally, an all square match shall be decided by the 'quality' of each hole score (*see below*).

NO CONCESSIONS OF PUTTS OR HOLES ARE ALLOWED.

A score as provided in GENERAL is mandatorily to be kept and filled by the players.

No hole shall ever be lost by the way of a rule, any infraction entails as the maximum, the double bogey of the hole.

No hole shall ever be won with a double bogey score.

An incomplete hole versus the opponent's double bogey makes a halved hole.

IN A COMPETITION, THE TOTAL SHOTS TAKEN TO COMPLETE THE HOLE MUST BE INSERTED IN THE SCORECARD, TOGETHER WITH THE TOTAL PUTTS TAKEN, COLLAR INCLUDED.

Computer will apply the due formulas to transform them into the following points, dog leg hole's peculiarity included.

In a friendly match, it is better to make the necessary calculation hole by hole, in accord with the below table.

EACH HOLE'S SCORE IS DETERMINED BY THE DIFFERENCE BETWEEN THE TWO SCORES, THAT DIFFERENCE IS TRANSFORMED IN POINTS:

1 shot = $\frac{1}{2}$ a point UP

2 shots = 1 point UP

3 shots = 1 point and a $\frac{1}{2}$ UP

4 shots or more = 2 points UP

WHEN THE HOLE'S PAR IS DIFFERENT BETWEEN THE TWO PLAYERS, THE RESULTING HOLE'S SCORE IS GIVEN CONFRONTING EACH DELTA PAR (birdie, par, bogey or double bogey).

Example: Bob = par 4, score 4; Al = par 5, score 5. Bob and Al, both had a PAR thus the shots difference is zero.

An all square final score will be solved by computer according the higher sum of difficulty points than by the higher number of the difficulties' distribution, starting from the higher, 0.8 down to the minimum, 0.0, finally by the lower delta par of putts, par = 18.

In a friendly match: an all square final score will be solved counting first how many 2 points there are, then how many 1 and a half points, etc.

The score progress by $\frac{1}{2}$ a point because this way the gross score is always perceived as still recoverable till the last putt, unlike it would be using whole numbers.

Example: hole 1, par 5; Bob = 5, Al = bogey 6, shots difference = 1, match = Bob $\frac{1}{2}$ point UP; hole 2 par 4, Bob = double bogey 6, Al = birdie 3, difference shots = 3, hole for Al = 1 $\frac{1}{2}$ points, match Al = 1 point UP.

Consider the actual traditional way, 4 points behind on the last tee is unrecoverable. Should my system use whole numbers, 4 point represents an eagle against a double bogey, difficult but not impossible, nonetheless the psychologic effect of the actual meaning of 4 down on the last tee would prevail, dooming the player resolution, while a 2 is perceived, rightly, as still recoverable.

FRIENDLY MATCH PLAY; there are few minimum requirements: the first is to accept that the true Golfer's Spirit consists in a never ending challenge till the last putt on the last hole.

Here comes the tough one; to have the MANDATORY gut to apply the above concept, giving to the players behind a real chance to recover their disadvantage even when it looks unrecoverable under the normal play conditions, thus:

WHOEVER IS AHEAD ON THE NINTH TEE, THE LAST, SHOULD HE/THEY SCORE A DOUBLE BOGEY, HE/THEY SHALL **LOOSE 1 WHOLE POINT**, WHILE THOSE BEHIND WILL GET THEIR NORMAL POINTS, EXCEPTED THEIR DOUBLE BOGEY THAT IS VALUED ZERO POINT.

IN A THREESOME, SHOULD THE MATCH END WITH ANY TWO PLAYERS WITH THE SAME FINAL SCORE, THERE WILL BE NO WINNER AND NO LOOSER.

IN THE OTHER CASE THE WINNER GET PAID BY THE THIRD, WHILE THE SECOND STAYS NEUTRAL.

Unfair? Obviously yes, but perfectly in line with the real sportsmanship; we are playing to have fun.

Why to play it? For the great excitement on the last two holes, because those behind, while trying to recover their disadvantage, are also planning the way to get even in the end with the other runner up, so spoiling the eventual winner. Sometimes it becomes a real thriller because the eventual alliance may turn into a mantrap in a matter of a putt.

It is not a rule but it is a strong gentlemen agreement: it is not allowed to miss putts that can't be missed.

This makes the game both real and psychologic because when the runner up is the next to last to putt the one putt that could get even with the other runner up, before it is necessary to ask: what's the mood of the other runner up? Loyalty or trick? So that putt shall end up not in a 'can't be missed' position but, yet, in a position where the holing is assured, should the 'ally' turn into the trick mood.

Winning becomes a stressful but real funny target.

I maintain that THIS IS THE REAL SPIRIT OF THE GAME FOR WE GOLFERS; winning is the target, but the real purpose is to get a chance for victory till the last putt, with a good chance to get even, adding a pinch of a party atmosphere.

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PLAY BY SHOTS (medal) 19.0

by Massimo Gessi

All shots, virtual shots and penalties shall be counted with the maximum limit of the double bogey.

Ranking is based on the SUMMING OF ALL PERSONAL DELTA PAR OF EACH PLAYER.

It is the only way since dogleg holes could play with a different par for different players.

This may happen because dogleg holes are played, for all players, first reaching the hole's turning point, then the 2nd leg will be played, but some player will reach the green in one shot while others players may need two shots, so making the hole both a par 4 and a par 5.

The lowest delta par wins, unpairing is the same as in match play.

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Play is conducted in the normal way as for a single player.

Virtual shots and penalties apply to the related player only.

THE PAIR OF PLAYER MUST RETURN AT THE LEAST ONE VALID SCORE ON EACH HOLE, but a hole with both scores invalidated either by the computer or by the Committee, determines the invalidation of the entire round.

EXCEPT FOR DOUBLE BOGEY SCORE THAT MAY FAIL TO HAVE THE NUMBER OF PUTT INSERTED, ALL HOLES MUST PRESENT TWO COMPLETE SCORES, NUMBER OF PUTT INCLUDED.

Determination of the best ball will be done by the computer.

Disqualification of the pair happens only in case of a not returned score or when BOTH players are disqualified by the Committee.

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TOMORROW GOLF RULES shall apply with the following variations:

Hole's par shall be the one of the longer player.

Virtual or penalty shots do not change the turn of play.

Example: Bob send his ball into the water, with a virtual shot added, Joe places a ball on the next GPS spot.

Mismatched alternate shot's sequence: wrong turn's shot remains valid, one penalty shot shall be added to the score and the partner continues play with the new sequence that ends once the ball is holed out.

On next hole the correct sequence shall be resumed.

Should the wrong's turn shot be holed out, the ball is holed and one penalty shot will be added only.

Example: Bob plays twice consecutively, one penalty shot shall be added to the score and Joe continues play.

FIRST SHOT FROM THE STARTING TEE OF EACH HOLE:

Alternate holes. One of the two players will start all odd numbered holes and the second player all the even numbered holes, each one from their own GPS tee, continuing play with the alternate shot sequence.

Applying Rule 3b for a ball no more available for play, next GPS spot shall be the one of the player who played the last shot.

Both players hit the first shot on every hole, each one from their own GPS tee, then they will choose the ball they prefer continuing with the alternate shot sequence.

Both first shots become unavailable for play; adding to the score a virtual shot, they will choose which one of the two will resume play according Rule 3b, placing a ball on the chosen player's GPS spot.

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Two players, in pair, will play their ball from the chosen best ball of the previous shot until holing their ball. From tee, both players drive from their own GPS tee, then choose the best ball of the two and both shoot from that position, continuing until the ball is holed out..

Shots will be counted only one at each shooting turn.

TOMORROW GOLF RULES shall apply with the following variations:

Hole's par shall be the one of the longer player.

Each player starts from his own GPS tee

The chosen ball if not played as first, shall be marked and the second ball be placed within 20 centimeters (an adult palm) from the first ball.

Virtual shot or penalty shall be counted only once each time.

Applying Rule 3b because of both ball no more available for play, next GPS spot shall be the one of the longer player.

FROM THE GREEN: both players must both play from a same position before playing the next putt.

Example: Bob putts first without holing his ball, also Jack must play his putt before Bob taps in his ball. Should Bob tap in his ball before Jacks plays his ball from the previous position, the pair holed out with two putts and Jack may not play his putt.

A partner may be absent at starting, provided he will arrive before 2nd hole's play starts.

The late player may only start to play on the starting GPS tee of a hole.

The complete round played by only one of the players or the late player arrives after the 2nd hole play is already started means that a penalty of 2 shots or 1 point shall be applied to the final score.

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IN PAIRS, SCORE'S SUM, ONLY RULE 1 19.0

by Massimo Gessi

Medal play limited to double bogey; one score per pair given by the sum of the two single scores.

Scores invalidated by computer or by Committee will automatically transform into double bogey all holes of the related player.

GAME IS REGULATED ONLY BY RULE 1, WITHOUT EXCEPTIONS; FUNDAMENTAL CONCEPTS ARE IN FORCE.

GOLF COURSE IS AN ONLY WHOLE UNDISTINGUISHABLE UNDER THE PLAY POINT OF VIEW, NO A.G.C. AREAS, NO OBSTRUCTIONS OF ANY KIND.

NOTHING MAY BE TOUCHED, MOVED OR REMOVED AROUND THE BALL.

SEARCH TIME FOR THE BALL IS LIMITED TO THREE MINUTES.

THE BALL, UNIQUE AND IRREPLACEABLE ON EACH HOLE, ONCE PLAYED FROM THE TEE, TILL HOLING IT OUT, MAY NOT BE TOUCHED OTHER THAN BY THE CLUB'S FACE WHILE MAKING A SHOT, MAY NOT BE PLACED OR CLEANED NOWHERE BEFORE IT REACHES AND RESTS ON THE PUTTING GREEN WHERE, AFTER MARKING IT, MAY BE LIFTED, CLEANED AND THEN REPLACED WITHIN A BALL DISTANCE.

A ball is deemed to be on a putting green when his foothold is inside the green, even when the ball is lying on a clod of mud.

WHEN THE SHOTS SEQUENCE STARTED FROM THE TEE IS INTERRUPTED BEFORE THE HOLING OF THE BALL FOR ANY REASON WHATSOEVER, THAT PLAYER HAS FINISHED HIS PLAY ON THAT HOLE AND **THE PLAYER IS OBLIGED** TO PICK HIS BALL UP, IF HE CAN, RECORDING A DOUBLE BOGEY FOR THAT HOLE. **THE CONTINUATION OF PLAY AFTER THE SHOT SEQUENCE HAD BEEN INTERRUPTED, DISQUALIFY THE PAIR.** ANY OTHER BREACH OF THE RULE ENTAILS THE DOUBLE BOGEY ON THAT HOLE FOR THE PLAYER.

Holes invalidated by computer or by Committee are automatically changed into double bogey for all the holes of that round for that player only.

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NEW RANKING® 19.0

by Massimo Gessi

Ranking will still be with the best scores ahead of the other but with substantial differences in their evaluation and in equal scores unpairing.

The newest and substantial are the eleven credibility controls made on the score of every single hole because they depend on the player's declaration of the club's distance on which his scorecard was built.

This evaluation is so stringent that the first category that comes to mind on which to apply them are the 'too smart' players, but it's not so; no controls will ever succeed in preventing all cheatings.

Those controls will catch most of the 'too smart', but, in truth, they are necessary because a player's golfing ability is changing all his life long and so will change his declared reference distance, this means that during transition periods it will surely come the time he will play involuntarily a 'too long' or a 'too short' distance; in the first instance he will just return a poor score, in the second instance, on the contrary, he could return a winning score that is just untrue, not a deceit.

It is to protect these players that I created so many controls, it is enough to prevent them from getting prizes that should go to the true winners; that's why I do not disqualify them but I just invalidate their scores; they had a good golfing day, why to spoil it with a disqualification?

The equal scores unpairing is of a new conception based on three different criterions about the player's golfing ability, see below.

There are two different rankings:

BY SHOTS (medal), since dog leg holes may be concurrently a par 4 for some players and a par 5 for some other players, the only way to rank them all, is using PERSONAL DELTA PAR = final score – PERSONAL course par; **THE LOWEST DELTA PAR FIRST.**

BY HOLES (match play), summing the won POINTS of each hole, **THE HIGHER TOTAL SCORE FIRST.**

Computer takes care of all necessary formulas, dog leg peculiarity included.

Points are taken: double bogey = 0; bogey = ½; par = 1; birdie = 1½; eagle or better = 2 points.

Unpairing criterions are common to both the above systems:

FIRST criterion: each hole is given a difficulty's coefficient dependent on the club used to approach the green. The 13 clubs are divided in 4 groups: driver to 5 wood = 0.8; 4 hybrids to 6 iron = 0.6; from 7 iron to 9 iron = 0.4; all wedges = 0.2 points.

The player gets the above points for each par; for each bogey, 0.1 point will be detracted from the above values; no points will be assigned for double bogey nor for any score BELOW par, since the hole presented no difficulty. THE HIGHER SUM WILL BE AHEAD.

SECOND criterion: DISTRIBUTION of the above difficulty's coefficients; it is an artificial number made up of nine digits, each digit counting how many 0.8 the first left, 0.7 the second left, down to 0.0 the last digit right.

Since zero is a computing trouble to the computer, each digit is augmented by 1, so 2 as the first left digit means one 0.8 coefficient; the third digit reading 1 = zero 0.6 coefficient. THE HIGHER NUMBER WILL BE AHEAD.

THIRD criterion: PUTT'S DELTA PAR, being 2 putts the par of each hole. THE LOWEST DELTA PAR FIRST.

Here is the list of the ELEVEN controls for each hole's score.

All acronyms, but three, are followed by a number that is the hole's number where the trouble lies; all of them are allocated automatically by the computer.

ALL ACRONYMS BEGINNING WITH AN X ARE INVALID SCORE, NOT REDEEMABLE.

ALL OTHER ACRONYMS WILL GO UNDER THE INVESTIGATION OF THE COMMITTEE THAT WILL DECLARE IT EITHER ACCEPTABLE, REDEEMING THAT SCORE OR REJECTED AS INVALID.

All INVALID scores will report the acronym indicating the invalidation cause and on what hole.

XS4 = hole n. 4 with no recorded a score. Computers consider it as INVALID.

XP9 = hole n. 9 with no recorded putt. INVALID. This acronym will never appear for a double bogey with no recorded putts because all such double bogey will be filled with 2 putts.

XX7 = hole n. 7 is NOT ACCEPTABLE because of its impossible score, INVALID, that is: hole's score = number of putts taken; green reached in one shot less (1 for a par 4 and 2 for a par 5) while computer calculations say that it is not possible on that so long a hole; when the hole's length is short enough to make it possible, computers just point out that score for investigations by Committee to judge if that day environment conditions could have made it possible.

XEB = the sum of birdies and eagle is impossible if not for a too short declared distance. INVALID.

XSQ = DISQUALIFICATION for any other reason or for a not returned score, but never for an inside score's problem.

DG1 = hole n. 1 is a dog leg, his score is under par. Committee.

BR8 or EA2 = birdie on hole 8 or eagle on hole 2 must be investigated for credibility. Committee.

PT9 = hole 9 with 3 putts, uncertainly credible. Committee.

ALL ABOVE CODES PREFIXED BY AN X mean that the computer sentenced it NOT acceptable; it may not be amended.

Additional penalties: penalties added to the final score, mainly for unjustified play delay or inflicted by the Committee.

Shots are added while points are detracted from the final score.

FOR A SCORE WITH MULTIPLE HOLES UNDER INVESTIGATION, in column 'corrections' distribution' appear all hole's relate codes, all together. Only after having investigated all of them will be possible to decide whether to accept or reject. Since there is only one code, a single hole not acceptable will condemn all the score with a 'c', while all holes must be acceptable to make the score return into the ranking with a 'p'.

Codes appear in the order of the holes, from 1 to 9, but in the ranking column only the first of those codes will appear while also all other codes will remain visible.

XX3: hole 3 score is not acceptable because:

- hole's score lower or equal to the number of putts taken
- reaching the green with one shot below regulation shots on the holes that computer deemed impossible even with favorable winds; only a too short declared distance would make it possible.

Example: par 4 or par 5 approach expected shots are 70 meters long, no wind, no slope nor hard terrain will ever be able to gain them with one shot less; we are Golfers, not Pro, thus computer deems it INVALID with the code XX.

A different thing is when those approach shots are really shorter, then computer just points out the score for an investigation by the Committee.

Invalidation or notification is exclusively determined by computer.

BR5 or EA4; score is below PAR but putts' number is not consistent with the score.

In my TOMORROW GOLF all clubs are played at their maximum distance by ALL players, thus there is no way that par 4 or 5 greens can be reached with one shot less than regulation shots, unless those par 4 or 5 are very short or unusual dog leg holes.

Example: a birdie with 2 putts or an eagle with one putt only. They are possible only reaching the green in one shot less than regulation; either computer invalidated it or pointed it out for an investigation:

Is it credible? NO, according what i said above, but, depending on the hole length, could there be circumstances that make it possible, is this the case?

Wind calm, normal or wet terrain. NOT acceptable; the player declared a too short distance compared to his real golfing ability.

The player may NOT be disqualified since he could have been in good faith because he might be progressing or he do not know yet his real potential.

Favorable wind and/or hard terrain: could the approach distance be caught up because of the conditions?

Could the unusual dog leg hole favor so much a corner cut?

That gained distance is found on the player's score, so to make an objective judgement if in favor or against.

Etcetera, etcetera.

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Leaving out the not many great events, it's time to revise the prize's policy of the Sunday competitions in the Italian Golf Clubs and wherever 52 yearly competitions are held; they leave not enough room, if any, to the Golfers that would rather prefer their friendly Sunday game.

Those competitions are only a mean to increase the insufficient membership's fees but they leave peanuts only inside the Club's coffers.

I will write about this matter as soon as I shall finish this web site.

Among the titles there will be:

- A lower number of competitions with a higher exposure for the sponsors = higher economic incomes for the Clubs and more available tee times for friendly games.
- Medals for prizes, an ancient and prestigious custom, so everybody will exhibit their own palmares instead of being cursed at by wives that has to clean the old silver cups or unable to find more room for today's eyesores.

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CONTINUUM MATCH PLAY © 19.0

by Massimo Gessi

Also in the light of what I said in NEW PRIZES, I think possible to play tournament where all players play match play within the flight so everybody has an interest on everybody else behaviour, also the enjoiment of the game will rise considerably.

It is still an idea that will need some time to be developed.

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SINGLE PLAYERS TOMORROW GOLF SCORE 19.0

HOLE start time	11:34	11:51	12:02	12:18	12:30	12:44	13:01	13:16	13:29	13:42
play time - sec.	160/40	120/40	160/40	120/40	160/40	160/40	160/40	160/40	120/40	LENGTH
HOLE	1	2	3	4	5	6	7	8	9	3
Tee GPS	452	110	311	151	321	452	391	281	166	2.721
hople's length			397							
F.D. clearance	-28/7		TP			62/10		-20/21		
PAR 36	4	3	4	3	4	4	4	4	3	
D & 1° spot	D 222		D 167		D 91	D 222	D 161	D 51		D
Approach club/dist	3w 0	Pi 0	Cp 0	Gi 0	Gi 0	3w 0	5i 0	Li 0	5i 0	230
3,1 - putt										
ROSSI MARIANNA										

Right column: on top, actual course total length, below, PERSONAL course length. Reference club and longest club's DECLARED distance.

PUTT CELLS: the inside figure is the difficulties total.

TEE GPS: distance from center green of the PERSONAL starting tee. Hole 1 = GPS tee 383 mt, on the fairway centerline or on the mown path from old tee to fairway, when GPS reads 383 mt. from CENTER green, there is the starting tee.

For dog leg holes, below, there is a second number indicating the hole's design length.

F.D. clearance: when within the drive distance, along fairway there is a disruption (glen, trench, ecc.) two numbers appear, the first says how many meters BEFORE (negative) or AFTER the rim (positive) the ball shall stop; the second says in meters the disruption width. When in front of the pair there is an X, the ball ends up INSIDE the disruption for X meters and disruption width is Y meters. *Hole 1, -45/7 = drive stops 45 meters BEFORE the trench 7 mt. wide, while hole 6 = 57/10 says that drive lands 57 mt. AFTER the glen's rim that is 10 mt. wide. X 5/10 = ball enters the glen by 5 mt, width 10 mt.* Dog-leg holes, all drives land at the hole's turning point that's marked TP.

D & first GPS spot: hole 1, D 243: letter D says that the longest club in the bag is used to reach 243 mt. from center green, that is the first GPS spot where a first shot unplayable ball would be placed. When a cell is white the first GPS spot is found in the next cell below. It is also indicated which club is used to play the second shot.

Approach club/dist: it is indicated what club is used to reach the center green; 4H = hybrids 4, 5w = 5 wood, 6i = 6 iron, Gi = Gap wedge. A number higher than zero indicates the second GPS spot for an unplayable second shot's ball and the approach shot's distance, usable also for score's credibility investigations. When it is zero it means that the ball reaches center green; an unplayable ball after the approach shot, it will be placed at the center of the collar on the furthest point from the hole. *Examples: declared dive = 160 mt, par 5 hole of 360 mt, drive reaches GPS point 200 mt from center green, 2° shot reaches the 50 mt. GPS point from center green 3° shot from 50 mt, the approach shot reaches the center green.*

Drive goes out of bound; adding a virtual shot, a ball shall be placed at GPS point 200 mt.
2° shot down in water, adding a virtual shot, a ball shall be placed at 50 mt. GPS point.
3° shot disappears inside a cypress, adding a virtual shot, a ball will be placed at the center of the collar on the furthest point from the hole.

by Massimo Gessi

Tee GPS	173	61	193	70	135	173	140	115	70	1.174
hople's length			237							
F.D. clearance	/7		TP			/10		-14/21		
PAR 36	5	3	5	3	4	5	4	4	3	
D & 1° spot	Gi 103		Gi 167		Gi 65	Gi 103	Gi 70	Gi 45		6 iron
Approach club/dist	Li 33	8i 0	Gi 97	Gi 0	7i 0	Li 33	Gi 0	Gi 0	Gi 0	70
3,2 - putt										
VERDI JOE										

Tee GPS	384	91	260	130	269	384	283	236	143	2257
hople's length			337							
F.D. clearance	-20/7		TP			70/10		-35/21		
PAR 36	5	3	4	3	4	5	4	4	3	
D & 1° spot	D 214		D 167		D 99	D 214	D 113	D 66		D
Approach club/dist	Li 49	8i 0	3w 0	4H 0	7i 0	Li 49	5i 0	Gi 0	4H 0	170
3,3 - putt										
BLU BERT										

Tee GPS	268	60	224	92	185	268	194	164	102	1.620
hople's length			287							
F.D. clearance	39/7		TP					-13/21		
PAR 36	5	3	5	3	4	5	4	4	3	
D & 1° spot	D 148		D 167		D 65	D 148	D 74	D 44		D
Approach club/dist	Li 31	8i 0	Gi 50	4H 0	7i 0	Li 31	5i 0	Gi 0	4H 0	120
3,4 - putt										
VIOLA VIOLETTA										

TOMORROW GOLF TEE© FIRST TIME TIPS									
DRIVE = YOUR LONGER CLUB'S DISTANCE									
actual EGA hcp	230	210	200	180	170	160	150	140	< 120
54-37	-	-	-	145	130	115	105	100	
36-30	180	170	170	150	140	130	120	110	
29-24	190	180	175	155	145	135	125	115	
23-18	200	190	180	160	150	140	130	120	
17-12	210	195	185	165	155	145	135	125	
11 - 6	220	200	190	170	160	150	140	130	
< 6	distance just shorter of your regular distance								

Choose your REAL distance if you want to play a decent score.

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HOLE start time	11:10	11:27	11:38	11:54	12:06	12:20	12:37	12:52	13:05	13:18
play time - sec.	200/40	120/40	160/40	120/40	160/40	200/40	160/40	160/40	120/40	2.773
BUCA	1	2	3	4	5	6	7	8	9	< PAR
Tee GPS	406	97	269	137	286	406	300	251	150	2.380
lunghezza buca			347							
F.D. clearance	-32/7		TP			58/10		-40/21		
PAR 36	5	3	4	3	4	5	4	4	3	
D & 1° spot	D 226		D 167		D 106	D 226	D 120	D 71		D
Approach club/dist	Li 52	8i 0	3w 0	4H 0	7i 0	Li 52	5i 0	Gi 0	4H 0	180
3,1-3,2- n. putt										
MASSIMO G										
FABRIZIO R	1	2	3	4	5	6	7	8	9	1
	281	99	218	113	219	281	226	186	113	1.798
lunghezza buca			280							6 iron
F.D. clearance	19/7		TP			/10		-42/21		113
D & 1° spot	6i 168		6i 167		6i 106	6i 168	6i 113	6i 73		6 iron
Approach club/dist	Li 55	8i 0	Li 54	6i 0	7i 0	Li 55	6i 0	Gi 0	6i 0	113

BUCA	1	2	3	4	5	6	7	8	9	
Tee GPS	339	79	243	114	236	339	248	208	126	2.006
lunghezza buca			317							
F.D. clearance	X 5/7		TP			95/10		-27/21		
PAR 36	5	3	5	3	4	5	4	4	3	
D & 1° spot	D 189		D 167		D 86	D 189	D 98	D 58		D
Approach club/dist	Li 43	8i 0	Cp 21	4H 0	7i 0	Li 43	5i 0	Gi 0	4H 0	150
3,3-3,4- n. putt										
VITTORIO B										
FRANCO P	1	2	3	4	5	6	7	8	9	
	292	67	230	101	202	292	212	179	111	D
lunghezza buca			297							130
F.D. clearance	25/7		TP			122/10		-18/21		
D & 1° spot	D 162		D 167		D 72	D 162	D 82	D 49		D
Approach club/dist	Li 35	8i 0	Cp 40	4H 0	7i 0	Li 35	5i 0	Gi 0	4H 0	130

Il giocatore più lungo è **obbligatoriamente** quello della parte superiore dello score.

Il giocatore più corto assume il PAR di quello più lungo.

Ogni giocatore effettua il primo tiro della buca dal proprio tee GPS identificato sul proprio score.

ALTERNATO: applicando la Regola 3b per riprendere il gioco di una buca, si fa riferimento allo score del giocatore che sta per effettuare il tiro.

LOUISIANA: allo score del giocatore più LUNGO.

TEE GPS: per le buche dog leg, sotto, c'è un secondo numero che indica la lunghezza del disegno della buca.

F.D. clearance: quando sul fairway c'è una interruzione (fosso, vallone, ecc.) compaiono due numeri, il primo indica a quanti metri prima (numero negativo) o dopo il margine (numero positivo) la palla arriverà; il secondo numero indica in metri la larghezza dell'interruzione. Quando il binomio è preceduto da una X significa che il copo termina dentro l'ostacolo e di quanti metri. *Buca 1, -45/7 = il drive arriva a 45 metri prima del fosso che è largo 7 mt, mentre buca 6 = 57/10 dice che il drive atterra 57 metri dopo il margine del fosso che è largo 10 mt.*

X 6/9 = palla dentro l'ostacolo di 6 metri, ostacolo largo 9 metri.

Nelle buche dog-leg TUTTI i drive ARRIVANO al punto di curva; **TP** indica che il drive arriva al punto di curva.

D & 1° spot: buca 1, D 243: la lettera D indica che è stato usato il bastone più lungo della sacca che è arrivato a 243 mt. DAL centro green, che è il 1° spot GPS dove andrebbe piazzata la palla in caso che il drive fosse ingiocabile. Quando la casella è bianca significa che il 1° spot GPS è indicato nella casella sottostante.

Approach club/dist: la sigla indica quale bastone viene usato per arrivare a centro green, 4H = ibrido 4, 5w = legno 5, Gi = Gap wedge. Il numero superiore a zero indica il 2° spot GPS di un par 5. Se l'indicazione è 0 è perché il colpo di approach finisce al centro green e se la palla diventa ingiocabile, si piazza la palla al centro del collar nel punto stimato più lontano dalla buca.

Esempi: drive prescelto = tee di partenza 160 mt, buca par 5 da 360 mt, il drive arriva al punto GPS 200 mt dal centro green, il 2° colpo arriva al punto GPS 50 mt dal centro green, il 3° colpo va al centro del green.

Il drive va fuori limite; con un colpo virtuale, si piazza la palla sul punto GPS 200 mt.

Il 2° colpo va in acqua; con un colpo virtuale, si piazza la palla sul punto GPS 50 mt.

Il 3° colpo sparisce dentro un cipresso; con un colpo virtuale, si piazza la palla al centro del collar del green nel punto stimato più lontano dalla buca.

Ovviamente i 3 esempi si riferiscono a giocatori diversi, altrimenti lo stesso giocatore dovrebbe interrompere dopo aver giocato il 3° colpo col quale raggiungerebbe, con l'ultimo colpo virtuale, il bogey della buca.

by Massimo Gessi

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Hole duration	00:17	00:12	00:17	00:12	00:14	00:17	00:14	00:14	00:12	2:09
HOLE start time	10:05	10:22	10:34	10:51	11:03	11:17	11:34	11:48	12:02	12:14
play time - sec.	200/40	120/40	200/40	120/40	160/40	200/40	160/40	160/40	120/40	
HOLE	1	2	3	4	5	6	7	8	9	
Tee GPS	357	88	326	120	250	357	264	219	126	
TEE GPS dog-leg			T 160							
F.D. clearance										
PAR 36	5	3	5	3	4	5	4	4	3	
D & 1° spot	197		150		90	197	104	59		D
Approach club/dist	47		16			47				160
putt										
Massimo Gessi										
GPS tee	452	110	366	150	321	452	338	281	157	
TEE GPS dog-leg			T 200							
F.D. clearance										
PAR 35	5	3	4	3	4	5	4	4	3	
D & 1° spot	252		166		121	252	138	81		D
Approach club/dist	62					62				200
putt										
Tizio Tiziani										
GPS tee	217	56	266	77	151	217	159	132	80	
TEE GPS dog-leg			T 100							
F.D. clearance										
PAR 36	5	3	5	3	4	5	4	4	3	
D & 1° spot	117		90		51	117	59	32		D
Approach club/dist	27		76			27				100
putt										
Caio Caianni										
GPS tee	334	84	316	114	234	334	247	205	119	
TEE GPS dog-leg			T 150							
F.D. clearance										
PAR 36	5	3	5	3	4	5	4	4	3	
D & 1° spot	184		140		84	184	97	55		D
Approach club/dist	44		26			44				150
putt										
Sempronio Sempiterni										

Right, column L: insert in the yellow cells the longest club declared distance.

GPS TEE location: the distance FROM the center green where my start tee is.
Hole 1 = 383 mt, on the fairway centerline or on the mown path from old tee to fairway, when GPS reads 383 mt. from CENTER green, there is the starting tee.
Dog leg holes, in the cell below there is a number preceded by a T indicating the distance from the turning point where the GPS start tee is located.
On the GPS device it is found inside the 'obstacle/turning point' function.

F.D. clearance: (not operative) see full TOMORROW GOLF.

D & 1° spot: hole 1, D 243: letter D says that the longest club in the bag is used to reach 243 mt. from center green, that is the first GPS spot where a first shot unplayable ball would be placed.
When a cell is white the first GPS spot is found in the next cell below.

Approach club/dist: Here is the second GPS point for par 5. A white cells means the the green had been reached by the orevious shot.
Examples: declared drive = 160 mt, par 5 hole of 360 mt, drive reaches GPS point 200 mt from center green, 2° shot reache the 50 mt. GPS point from center green 3° shot from 50 mt, the aspproach shot reaches the center green.
Drive goes out of bound; adding a virtual shot, a ball shall be placed at GPS point 200 mt.
2° shot drown in water, adding a virtual shot, a ball shall be placed at 50 mt.GPS point.
3° shot disappears inside a cypress, adding a virtual shot, a ball will be placed at the center of the collar on the furthest point from the hole.

by Massimo Gessi

TOMORROW GOLF TEE®										FIRST TIME TIPS	
	DRIVE = YOUR LONGER CLUB'S DISTANCE										
actual EGA hcp	230	210	200	180	170	160	150	140	< 120	-	
54-37	-	-	-	145	130	115	105	100	100	P R O P T O S E A L I	
36-30	180	170	170	150	140	130	120	110			
29-24	190	180	175	155	145	135	125	115			
23-18	200	190	180	160	150	140	130	120			
17-12	210	195	185	165	155	145	135	125			
11 - 6	220	200	190	170	160	150	140	130			
< 6	distance just shorter of your regular distance										

Choose your REAL distance if you want to play a decent score.

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