



# GSGA 2026

## Annual Tournament

### Rules, Prizes, and Format



#### Annual Tournament (AT) Format

Two consecutive tournament rounds (medal play) will be used to determine our 2026 Annual Tournament Champions. The upcoming UF tournament on February 19th will be the first round (AT-1) and the Hawkstone CC tournament on April 20th will be the second round (AT-2). Player's scores from these two rounds will be totaled and ranked by Flight to determine the 2026 AT Champions.

Both of these tournaments will be played as a stand alone tournament with our usual medal play format and associated prizes. You can play in either or both (or none) of these. If you play in both of these tournaments your scores will automatically be entered into the AT competition ranking by Flights.

#### Annual Tournament Flighting

GSGA members have earned their place in the following Flights for the two Annual Tournament rounds. Your Flight will probably not change for these two rounds, but your handicap may change from the first round to the second round based on your play. Depending on the number of players, the Flight handicap ranges as shown in the Table below may differ slightly from those actually used in the tournaments.

<u>Flight</u>	<u>Handicap Range</u>
A	0 - 14
B	15 - 19
C	20 - 24
D	25 - 29
E	30 - 36

#### Annual Tournament Prizes

Total prize awards for the Annual Tournament Champions will total \$1300. You can add the standard tournament prizes for the those two rounds (\$1525), so awards over the next two months will be about \$2800. It's like finding a pot of gold at the end of a rainbow.

The Annual Tournament prizes will be awarded, (per the listing below left), at the Annual Banquet we play at Chiefland GC on Monday, May 18, 2026. Annual Tournament prize winners do not have to be present at the banquet to collect their prizes. These prizes have already been won so they will be held for the winners if they do not attend the Annual Banquet. Ties will be broken in the Annual Tournament ranking by comparing both tournament scores for the lowest handicapped holes in both tournaments and proceeding accordingly.

#### Tournament Banquet Raffle and Door Prizes

In addition to issuing the Champions' Prize Awards at the Annual Banquet, there will be a raffle for free golf rounds at the various courses we played during this past year. Raffle tickets will be handed out to all attendees at the banquet prior to the drawing. Attendees will have a chance to win one of the free rounds of golf (for four people) if you are lucky. The golf rounds are compliments of the courses we played this year.

For the players attending the banquet that did not win any prize in the Annual Tournament Rounds, you will receive a door prize (magical sleeve of golf balls) just for attending the Annual Banquet. All things considered, it should be a lot of fun so don't miss it!

Finally, the Chiefland tournament played before the Annual Banquet, is a fun filled Shamble format with team prizes for the lowest five teams in scoring. Come and Enjoy the party!

#### ANNUAL TOURNAMENT AWARDS

Overall Low Gross	\$ 100
Overall Low Net	\$ 100
Low Gross A-E Flights	\$ 75
Low Net A-E Flights	\$ 75
2nd Low Net A-E Flights	\$ 60
Low Net (Age 80+)	\$ 50

#### GSGA Schedule 2026

Thursday	January 15	SummerGlen GC
Thursday(AT-1)	February 19	UF
Thursday	March 05	Lake Diamond
Monday (AT-2)	April 20	Hawkstone CC
Monday (AT-B)	May 18	Chiefland GC
Tuesday	June 16	Quail Heights CC
Thursday	July 09	Lake City
Wednesday	August 26	Ocala Golf Club
Wednesday	September 30	Candler Hills
Monday	October 26	Bent Creek
Thursday	November 19	Turkey Creek
Monday	December 07	Hawkstone CC

#### AT-1 and AT-2 Player Scheduling

For AT-1 at the University of Florida on February 19th, you will be able to pick your playing partners as we have done in past tournaments. The Tournament Director will make adjustments in cart assignments if necessary.

For AT-2 at Hawkstone CC on April 20th, you will be paired with your nearest competitor for the final Annual Tournament round. Best of luck to the entire group!