

## FORMATS FOR PLAY

**NOTE: Events marked with an asterisk (\*) indicate that scores are not to be posted for handicap purposes.**

### INDIVIDUAL COMPETITIONS:

#### ACE DAY

This game is played once a month throughout the season. Low net *across the field* is Ace. Low net prizes also awarded for the rest of the field. You can only be an Ace once during the season. Last month of play, the Aces play for Ace of Aces.

#### ACES WILD

Subtract all 1-putts from gross score, then subtract 100% of handicap.

#### ALL HOLES NOT "T" & "F" (or O-N-E-S)

Total scores for all holes that do not start with a "T" or an "F" or all holes beginning with an "O", "N", "E", and "S". (Holes #1-one, #6-six, #7-seven, #8-eight, #9-nine, #11-eleven, #16-sixteen, #17-seventeen, and #18-eighteen.) Subtract 50% of handicap.

#### ANIMAL

Cards are used to represent different animals. Card must be passed to player incurring penalty before that player tees off at the next hole. Players must play in proper sequence as last player to incur penalty receives a card. At the completion of the game, each player holding a card must add 2 points to their gross or net score.

Cards represent:

Gorilla – Hit the ball out of bounds  
Frog – Hit a ball into a water hazard  
Camel – Hit ball into a sand trap  
Snake – When you 3-putt a green

#### BEAT THE PRO (OR CHAMP)

All players whose net scores are better than or equal to the net score of the Pro (or Club Champion) are winners.

#### BEST IN, BEST OUT, BEST OVERALL

One round is considered as three separate matches. Holes 1-9 is 1<sup>st</sup> match, holes 10-18 is 2<sup>nd</sup> match, and overall of holes 1-18 is 3<sup>rd</sup> match. Net scores with strokes where they fall.

#### BEST NINE CONSECUTIVE HOLES

Play a regular round of golf. Total scores for best nine consecutive holes, then subtract 50% of handicap.

#### BEST SIX HOLES (9-Hole Event)

Use 33% of handicap. Players total their gross scores on their best 6 holes, then subtract their handicap.

### **BETTER BALL (ONE-MANN SCRAMBLE)**

Player hits the better of two shots each time (permanent mulligan). Play net with half handicaps.

### **BINGO, BANGO, BONGO**

Each hole has 3 points available. One point for hitting the green in fewest strokes (ties are ½ point each), one point goes to closest to the pin when everyone is on, one point goes to player with best net score for the hole.

### **BINGO, BANGO, BONGO (MODIFIED)**

Each hole has 3 points available. One point for 1<sup>st</sup> on the green, one point goes to closest to the pin when everyone is on, and one point goes to player who is first in the hole. Be sure to play in the proper order, including teeing off and putting out.

### **BINGO, BANGO, NO BONGO**

Two points are awarded on each hole; one point is awarded to the first golfer in the group to reach the green (BINGO); one point is awarded to the golfer whose ball is closest to the flagstick after all players are on the green (BANGO). At the end of the round, total your gross score for posting. Then total the number of points you have earned. The winner is the player with the most points.

### **BIRDIE BASH**

Most net birdies (or better) using 100% of handicap.

### **BLACK MARKS**

You receive one black mark for each ball hit in the water, hit in the sand, one for more than two putts on a hole. Total black marks are added to gross score before subtracting full handicap for net score.

### **BLIND NINE (or BLIND FIVE, GHOST HOLES)**

A blind draw of 9 holes (or 5 holes if only playing 9 holes) will be made and placed in an envelope. The first group to finish play opens the envelope, and only those holes will be counted, minus 50% of handicap.

### **BOGEY MAN**

First player to make a net bogey owes each of the other players one point and must continue losing one point per hole until someone else bogeys.

## BONG

The highest total loses to the others in the flight or across the field. Bong employs the following point system:

<u>BONG</u>	<u>ASSESSMENT</u>
Hit into a Bunker	1
Hit from One Bunker into Another	2
Hit into a Water Hazard	1
Lost Ball	2
Out of Bounds	2
Two Strokes to Get Out of a Bunker	3
Three Strokes to Get Out of a Bunker	5
Teeing Off in Front of Tee Markers	1
Three-Putt	2
Four-Putt	3
Rules Infraction	6
Whiff	4

*NOTE: Suggest making a copy of Bongs with Assessments for each player.*

## CHICAGO SYSTEM

Each player is given a point quota, based on her handicap. Points are earned for gross scores as follows: Bogey=1, Par=2, Birdie=4, Eagle=8. The player whose point total for 18 holes most exceeds her quota (or comes closest, if none exceed their quota) wins.

<u>HDCP.</u>	<u>QUOTA</u>	<u>HDCP.</u>	<u>QUOTA</u>	<u>HDCP.</u>	<u>QUOTA</u>	<u>HDCP.</u>	<u>QUOTA</u>
1	38	11	28	21	18	31	8
2	37	12	27	22	17	32	7
3	36	13	26	23	16	33	6
4	35	14	25	24	15	34	5
5	34	15	24	25	14	35	4
6	33	16	23	26	13	36	3
7	32	17	22	27	12	37	2
8	31	18	21	28	11	38	1
9	30	19	20	29	10	39	1
10	29	20	19	30	9	40	1
						Over 40	1

*NOTE: This event can also be conducted with teams of two or four players. Team members' quotas are added together to arrive at a team quota. The team whose point total for 18 holes most exceeds their team quota (or comes closest, if none exceed their quota) wins.*

## CINCO

Five points are scored on each hole. 2 points for low score, 1 point for closest to the pin, 1 point for a natural birdie and 1 point for a sandy par.

## CIRCLE 3-4-5

Before play, circle one par 3, one par 4, and one par 5. Keep net score on these three holes.

## CIRCLE 9

Use 9 best holes, minus 50% of handicap. OR Players circle nine holes before teeing off. Gross score less ½ handicap.

## CREATE NINE

Create a 9-hole score using two par 3's, two par 5's, and five par 4's. Subtract 50% of handicap. Circle the 9 holes to be used.

## CRIERS TOURNAMENT (or CHRISTMAS IN JULY)

Players get to pick out their 3 worst holes and replace each of these scores with par. Subtract 100% of handicap.

## CRISS-CROSS

Choose the best score from Hole #1 or #18, Hole #2 or #17, Hole #3 or #16, Hole #4 or #15, Hole #5 or #14, Hole #6 or #13, Hole #7 or #12, Hole #8 or #11, and Hole #9 or #10. Total up then subtract 50% of handicap.

## DAVID & GOLIATH

Total gross scores for the five longest holes on the golf course. Add this number to total gross scores for the four shortest holes on the golf course, to arrive at a 9-hole gross score. Subtract 50% of handicap.

## DISASTROUS PUTTING

Use 100% of handicap. After deducting handicap, add 1 penalty stroke for each 3-putt green, and 3 penalty strokes for each 4 (or more) putt green. Keep track of putts on a separate line on the scorecard.

## DIVIDED TOURNEY

Use 100% of handicap. Players add their handicap to par. *For example: 28 handicap + par of 72 = 100.* Winners are those players whose gross score for 18 holes does not reach their handicap plus par number.

## DR. PEPPER DAY

Best scores on Holes #10, #2, and #4.

## EASIEST HOLES

Total the gross scores of the nine easiest holes on the golf course (based on handicap stroke allocations on scorecard), then subtract 50% of handicap.

## EENIE-MEENIE

Circle best gross scores on the following: one par 3, two par 4's, and one par 5. Total circled scores.

## ECLECTIC (RINGER)

Over a period of time (2 or more rounds), keep track of your best score on each of the 18 holes. After the designated time period has elapsed, lowest gross and lowest scores win. (Ex: Hole 1 on day one you score a 5. Next time hole 1 is player, you score a 4. 4 is then your score for hole 1. If you scored a 6 the second time hole 1 is player, 5 is your best score for that hole.)

## FAIRWAYS AND GREENS

Player receives one point for each fairway hit in regulation on 4 & 5 pars, and one point for each green hit in regulation.

## **FAIRWAYS & ROUGH**

Deduct tee shots and putts from each player's gross score.

## **FIVE ALIVE**

Most 5's, gross and net. Use 100% of handicap.

## **FLAG TOURNAMENT (or TOMBSTONE TOURNAMENT)**

Each player receives a flag which has a number equal to par plus their handicap. *For example: A player with a 36 handicap will have the number 108 (72+36).* When players reach their allotted number of strokes, they plant their flag at that spot. The winners are those whose flags are planted furthest out on the golf course. Anyone who shoots less than her flag number and brings her flag into the clubhouse automatically wins in her flight.

NOTE: A fun variation if you use tombstones, everyone has to write an epitaph, best one to be voted on.

## **HALF & HALF \***

Players are allowed to replay as many shots equal to 50% of their handicap. A replayed stroke must be used, even if it is worse than the original, and it cannot be replayed a second time. The remaining 50% of handicap is then deducted from each player's total score. Player's are not required to replay all of the shots to which they are entitled.

## **HARDEST HOLES**

Total the gross scores of the nine hardest holes on the golf course (based on handicap stroke allocations on scorecard), then subtract 50% of handicap.

## **HATE EM**

Before teeing off, circle two holes that you hate. Subtract score on these two holes for your gross, less full handicap for net.

## **HIGH-LOW**

Point game for foursomes. Each hole plays 2 points, first point goes to best ball, second goes to the best of the second ball in each pair. Play net, full handicaps.

## **HIT IT ALICE!**

If a player's putt would have tied or won the hole, but is putted short, the player is penalized by one point. The player with the least amount of points wins.

## **HONEST JOHN**

Before leaving the first tee, each player declares what his gross score will be for 18 holes. Closest guess wins.

## **IF I'D A**

During play of an 18-hole round, a player may "replay" three unsatisfactory strokes without counting these three replayed shots in her score. Each time an "If I'd a" is used, it must be announced to the player's fellow competitors. *For example: If an errant tee shot finds a water hazard, the player may announce "If I'd a", replay the shot, and be lying 1.*

***NOTE ON POSTING:** These scores may be posted for handicap purposes since the majority of holes are played in accordance with The Rules of Golf. For posting purposes, players should record a score of par plus handicap, for each of the holes where an "If I'd a" is used.*

## **IRON WOMAN COMPETITION \***

Stroke play with 100% of handicap. Only irons may be used and are allowed in your bag on the course. Any woods in a player's bag on the course will disqualify her from winning prizes.

## **JINX DAY**

Change the 3 worst holes to par. Use 100% of handicap.

## **JOKER STABLEFORD**

This game uses the same format as the modified Stableford format (*found on page 8*), with one exception. Each player is allowed (prior to teeing off) to declare one hole on the front nine, and one hole on the back nine as a joker hole. When a player declares a hole a joker hole, she gets to double the Stableford points she earns for that hole. If two or more players declare the same hole as a joker hole, then both players get to double their points for that hole. The player with the most points at the end of the round is the winner.

## **KICKER'S TOURNAMENT**

A number between 60 and 70 is drawn prior to play. Players select their own handicaps without knowing the number drawn. The player whose net score equals, or is closest to, the number drawn wins.

## **LEFT & RIGHT**

For foursomes, similar to a rotating best ball format. On each hole the two players who land on the left side and the two who land on the right side are partnered together for that hole. For the twosome who has the net best ball combined, the hole is circled for those two players. Tied holes do not get circled. At the end of 18 holes, the player with the most holes circled wins.

## **LONE WOLF**

4 player game. On each tee, one player is designated the Wolf (rotates each hole) who tees off first. As others tee off, the Wolf chooses another player as his partner (immediately after tee-shot and before next person tees off.) If Wolf hasn't picked anyone after the last player drives, he picks the last player or declares himself the Lone Wolf and plays against everyone else. Use net scores.

## **LONG & SHORT OF IT**

Lowest net on the two longest and two shortest holes.

## **LONG JOHN**

Use total gross score on the longest holes, less 50% of handicap.

## **LUCK OF THE DRAW**

Before teeing off each player will draw three bonus shots to be used anytime during the 18 holes of play, such as "hit from silver tees", "move ball from rough to fairway", "free putt", "mulligan", etc. Gross score minus handicap.

## **MATCH PLAY OFF LOW BALL**

Lowest handicap receives 0 strokes. Next lowest handicap receives strokes equal to difference. Strokes are received according to hole handicaps. One point for winning the hole. If there is a tie, each receives ½ point.

## **MATCH VS. PAR**

Par is your opponent. Strokes as they fall, score plus (+) if net score is lower than par and minus (-) is more than par & zero (0) if even. Most up on pars wins.

## **MIDDLE NINE (or MIDDLE OF THE HOLLOW)**

Total only Holes #6 - #14, minus 50% of handicap.

## **MODIFIED STABLEFORD (or PLUS AND MINUS)**

This game is based on a point system in which players win or lose points on each hole as their net score relates to par. Points are as follows:

- Double Eagle = 8 points
- Eagle = 5 points
- Birdie = 2 points
- Par = 0 points
- Bogey = -1 point
- Double Bogey or Higher = -3 points

Use 100% of handicap. The winner is the player with the most points after 18 holes.

## **MOST 3's, 4's & 5's**

Use 100% of handicap. Prizes are awarded to the players scoring the most net 3's, the most net 4's, and the most net 5's .

## **MOST NET PARS**

Count the number of net pars you make. Use 100% of handicap.

## **MUTT & JEFF**

Total of scores on all par 3's and par 5's, minus 50% of handicap.

## **NASSAU**

Net winner wins one point for front nine, one point for winning back nine, and one point (or 2 points) for the 18 holes overall.

## **NICAROHDIES**

Players buy "x" number of chips before teeing off. The Committee or the pro shop may establish the value of a chip. At the end of each hole, chips are exchanged among players (birdie=3 chips, par=2 chips, bogey=1 chip). If a player runs out of chips during the round, she may try to purchase some from another player. Everyone cashes in their chips at the end of the round. Maximum number of chips allowed is set by either the pro-shop or The Committee. NOTE: Chips are paid out in credit in the pro shop.

## **NINE POINT**

Similar to English, but played with threesomes or foursomes. Points are awarded per hole as follows:

- 1) Player with lowest score – 5 points
- 2) Next-to-lowest score – 3 points
- 3) Third lowest score – 1 point
- 4) Lowest score – 0 points

In case of ties, divide the points up. There are 9 points available on each hole.

## **NO ALIBI**

Players may replay a certain number of shots during the round (usually  $\frac{1}{2}$  or  $\frac{3}{4}$  of a player's handicap.) Must use 2<sup>nd</sup> shot, even if it is a worse shot.

## **NO FOOLIN' DAY**

Count all strokes over par.

## **NO GOOFS!!!**

Score 1 point for each Goof. Goofs include: unplayable lies, whiffs, out of bounds, lost balls, ball in a water hazard, ball in a bunker, hitting a wrong ball, etc., plus any penalty strokes incurred. Also score 1 point for each putt over two per green. The winner is the player with the lowest Goof score.

## **NUTSHELL CHAMPIONSHIP (Match Play)**

A 9-hole stroke play qualifying round is played early in the morning. Qualifiers are divided into flights of eight. The match play draw is based on qualifying scores as follows: Upper Bracket 1 vs. 8, and 4 vs. 5; Lower Bracket 2 vs. 7, and 3 vs. 6. First-round 9-hole matches are played late in the morning. Survivors meet in the second 9-hole round after lunch. Finalists in each flight meet in the third 9-hole round in the late afternoon. The result is in a single day (over 36 holes), an abbreviated equivalent of a qualifying round and match play tournament can be played. This event is also called a "Miniature Championship" and is especially good when there is a limited time frame to complete the event.

## **NUTTS**

Total net score plus putts.

## **ODD & EVEN**

Count the odd holes on the front nine, and the even holes on the back nine, minus 50% of handicap.

## **ODD VS. EVEN**

Total gross score on all of the odd numbered holes and deduct 50% of handicap. Then total gross scores on all of the even numbered holes, and deduct 50% of handicap. Record the lower of the two resulting net scores.

## **PAR BATTLE**

Points are earned for net scores as follows:

- 5 points for par or better on 10 holes.
- 10 points for par or better on 3 holes.
- 5-point penalty for not scoring par or better on 3 holes.
- 10-point penalty for not making par on 2 holes.

Holes to be drawn. Use 100% of handicap. Player with the least amount of points wins.

## PAR-4-A-DAY (or PAR FOURS)

Total your gross scores for all par 4's, then subtract 50% of handicap.

## PICK YOUR PRO PARTNER

Players look at the newspaper's list of 36-hole qualifiers of the current week's PGA event (*those who made the cut*), and pick a "partner". The player's net score combined with her pro partner's third round score comprise the player's "team" score. For instance, a scoreboard might look like this:

Player A with Tiger Woods	67	+	66	=	133
Player B with David Duval	67	+	70	=	137

NOTE: Pros maybe partners with more than one player.

## PICK-UP STICKS

For each hole a player loses (net), his opponent may take one club out of play. Opponent can reclaim his clubs one at a time as he wins a hole. Half handicaps should be used. Decide in advance if you can take putters.

## PIG

Variation of the dice game. Each hole is worth differing amounts of points to each player. Goal is to finish the round with greatest amount of points. Points awarded:

Holes	Net Eagle	Net Birdie	Net Par
1-6	30 points	20 points	10 points
7-12	45 points	30 points	15 points
13-18	60 points	40 points	20 points

The catch is a net bogey means you lose all your points for that run (6 holes), so bank your points once you get to the point where you don't want to lose your banked points.

## PLAY IT AGAIN SAM

Each player asks his opponent to replay any 4 shots during 18 holes. These may be shots that are considered lucky or difficult to be repeated.

## POINTLESS

Assess 10 points each time you are in a bunker, in a water hazard, or out of bounds. Mark "B", "W", or "OB" on the holes assessed. The least amount of points wins.

## POINT PAR (TIN WHISTLE)

Award points:

- 1 point awarded for net bogie
- 2 points for a net par
- 3 points for a net birdie
- 4 points for a net eagle
- 5 points for a net double eagle

Use full handicap and strokes where they fall.

## **POINT PAR WITH A TWIST**

Play point par as above, but add an Animal twist. Determine your point par total, then deduct 2 points for each animal card held (gorilla, frog, camel or snake.)

## **POINTS FOR PUTTS**

All players are allowed one putt on each hole. Score 1 point for closest to the hole, 2 points for closest and past the hole and 3 points for a one putt.

## **POKER**

100% of handicap. Pick your best poker hand using net scores of any 5 holes. 5 of a kind = 10 points, 4 of a kind = 9 points, full house = 8 points, straight = 7 points, 3 of a kind = 6 points, two pair = 5 points, and one pair = 4 points.

## **POKER**

Total net score plus gross of five best holes.

## **RED & WHITE TOURNAMENT**

9 holes are played from the red tees and 9 holes are played from the white tees. Use 100% of handicap.

## **RED, WHITE & BLUE TOURNAMENT**

Use 100% of handicap. Play Hole #1 from the Red (or forward) tees. Play Hole # 2 from the White (or middle) tees. Play Hole #3 from the Blue (or back) tees. Continue rotation throughout 18 holes.

## **REJECTS**

At the conclusion of play, each player is allowed to reject three worst holes and deduct these from their gross and net scores.

## **REPLAY (Match Play)**

An opponent is designated for each player and the opponent is allowed to recall a given number of the player's best shots and ask that they be replayed. For First Flight - 8 strokes may be recalled, Second Flight - 6 strokes, Third Flight - 4 strokes.

*NOTE ON POSTING: These scores may be posted for handicap purposes since the majority of holes are played in accordance with The Rules of Golf. For posting purposes, the player should record a score of par plus handicap, for each of the holes where a stroke was replayed.*

## **ROCKIN' AGES**

Low net, 100% of handicap. First Flight = ages 60 & up; Second Flight = ages 50-59; Third Flight = ages 40-49; Fourth Flight = ages 39 & under. Have players note their flight number on their scorecard.

## **ROUGH DAY**

Score 1 point each time you are in the rough. Player with the fewest points wins.

## **SKILLS TOURNEY**

Points are earned as follows:

- 1 point - drive in the fairway
- 1 point - hit the green on a par 3
- 1 point - reach the green in regulation on a par 4 or par 5
- 1 point - two or less putts
- 2 points - chip-in
- 2 points - net birdie or net eagle
- 2 points - 18 or fewer putts on each nine

Winner is the player with the most points.

## **SKINS**

Player who wins a hole gets a skin. Player must win a hole outright on a net basis. If players tie, the pot carries over to next hole. Stakes can really add up.

## **SNAKES**

Object is not to 3-putt. First player to 3-putt holds the snake and holds it until there's another 3-putt. Person holding snake after hole 9 and 18 (or hole 6, 12, 18) loses. Players must putt everything out.

## **SPECKS**

May be played individually or as a team. Each team receives a "speck" for each of the following:

- 1) longest drive on fairway
- 2) First ball on green
- 3) Closest to the hole after everyone's on the green
- 4) 1-putts
- 5) Low ball (net)

Most "specks" wins.

## **STRING TOURNAMENT \***

Each player is given a piece of string in lieu of handicap strokes. The string is measured to allow 1 foot for each handicap stroke. The player may advance the ball by hand to a more favorable spot at any time, measuring the distance the ball was moved with the string and cutting off the length used. When the string is used up, the player is on her own. The string may be used on the putting green to advance the ball into the hole, or it may be used to inch away from a difficult lie through the green, or in a hazard.

## **SYNCHRONIZED SWIMMING**

Winner has the lowest net score for all of the water holes on the course combined.

## **T's & F's**

Total gross score on all holes that start with the letter "T" or "F" (2-two, 3-three, 4-four, 5-five, 10-ten, 12-twelve, 13-thirteen, 14-fourteen, and 15-fifteen). Then subtract 50% of handicap.

## **TEE TO GREEN**

Count only the balls from tee to green – no putts.

## **THE GOOD, THE BAD & THE UGLY**

Use 100% of handicap. Points are earned as follows:

- Eagle = 9
- Birdie = 6
- Par = 3
- Bogey = 1
- Double Bogey = - 2
- Triple Bogey (or higher) = - 5

Highest gross points and highest net points win.

## **THREE BLIND MICE**

After play, the Committee draws three holes. Each player's score on these 3 holes will be subtracted from their total score, before 100% of handicap is deducted.

## **THREE PIGS IN A POKE**

Gross score minus each player's 3 worst holes. Then subtract 50% of handicap.

## **THREE-PUTT**

Add up gross score on three best par 3's, three best par 4's, and three best par 5's, then subtract 50% of handicap.

## **TROUBLE**

Point game, goal is to collect least amount of points. One point for each out of bounds, water hazard, bunker or 3-putt and 2 points for leaving ball in bunker and hitting from one bunker to another. 3 points for a 4-putt and 4 points for whiffed ball.

## **TWELVES**

This game is played in groups of four. Points are awarded on each hole, based on performance, with the point breakdown as follows: low score = 6 points, second lowest score = 4 points, third lowest = 2 points, highest score = 0 points. If two players tie for low score, they would split the points for lowest and second lowest score, so they would each get 5 points. For a three-way tie for lowest score, each player would get 4 points, and for a four-way tie, each player would get 3 points. Total points for 18 holes is 216. Winner is the player with the most points.

## **VEGAS**

For each hole, the two players whose tee shot is to the left of the teeing ground will be partners for that hole and the two players whose tee shot is to the right in relation to the teeing ground will be partners for that hole. Each person is to play the hole as they normally would. To score, take the low ball of team A and attach it to the high ball. Example, 1<sup>st</sup> player has net 4 and partner has net 5, their score is 45. Opposing team has a net 4 and a net 7, their score is 47. Winning team A would receive 2 points for that hole. If a team makes a birdie, the other team must reverse its score. Example, one team scores a 3 (birdie) and a 5 for a 35, the other team scores a 4 and a 5 which is reversed for a 54 (a big advantage if a team gets a birdie). If a player shoots a 10 or more, scores are automatically reversed (a net 5 and net 10 would be 105, not 510.)

## **WIN BY THE FOOT**

Longest one-putt (or longest overall putt) on each green receives a point. Player with the most points wins.

## **WIN, PLACE, SHOW**

Use 100% of handicap. The low score wins 4 points, the second lowest wins 3 points, the third lowest wins 2 points, highest wins 1 point. Ties are allotted equal points.

## **WOULDA, COULDA, SHOULDA**

Keep track of all penalty strokes incurred during the round and add this total to your net score. Use 100% of handicap.

## **YARDAGE**

Use 100% of handicap. When a player wins a hole, he is credited with a number equal to the yardage of the hole. The player with the most yardage wins.

## **TWO-PERSON TEAMS:**

### **AVERAGE SCORE**

Both partners play each hole and then average their total score to determine their team score. After completing the round, they subtract 50% of their combined total handicap from their average score to determine their net team score. Half strokes are rounded upward after totaling.

### **BACKGAMMON**

Played between two golfers or two teams of two. Winner of hole wins a point. Players may double the stakes if they think they have an advantage. Player may double any time during the play of the hole, even after another player has holed out. Other player must accept the double or decline. If player accepts, second player may double the stakes back any time before the hole is over, and so on. Play full handicaps.

### **BEST BALL FENSOME \***

In this game, both partners drive and then select the best drive from which to hit their second shot. However, in the Fensome format, one player hits all the second shots on the odd-numbered holes, while the other player hits all the second shots on the even-numbered holes, regardless of whose drive was selected. After the second shot has been played, the partners then alternate shots until the ball is holed. 50% of the team's combined total handicap is used to determine a net score.

### **BEST BALL GRUESOME (Match Play) \***

Both partners hit from the tee, and their opponents select which of their drives will be played for the second shot. The opponents naturally select the worst drive, and the player whose drive was not selected hits the second shot. Play then proceeds with each partner alternating shots until the ball is holed. The team with the better score wins the hole.

### **BETTER BALL PLUS TWO 3's**

100% of handicap. One best ball on all par 4's and par 5's, two best balls on all par 3's.

## **BIRDIE IN A BASKET**

Play a team game of two best balls. But, if you have an extra team member who gets a birdie (3<sup>rd</sup> player on that hole to get a birdie or better) then score a birdie in a basket bonus and deduct all your bonus points from your team score at the end of the round.

## **BLIND DRAW BEST BALL (or BLIND PARTNERS)**

Use 100% of handicap. Play a regular round of golf. Afterwards, players names are put in a hat and a blind draw is done to determine two-person teams. The team with the lowest net best ball score wins.

## **BLIND PARTNERS \***

Partners are drawn randomly. Each player may select only four clubs to use, including a putter, if desired. Use 100% of handicap.

## **CAPTAIN**

Alternating on each hole, one player is captain and chooses a partner after tee shots are hit. With a handicap, use full handicap strokes.

## **CHANGING PARTNERS**

Each player paired with a different partner in their foursome every three (or six) holes. Score low gross and low net for the team.

## **CHAPMAN**

Two players who are partners play for a time with two balls, then hole out with only one ball. On par-3 holes, both players tee off, then choose the ball with which they would like to finish the hole. If that ball is the ball player A teed off with, player B hits the ball next. Each player hits the ball alternately until the ball is holed out. On a par-4 hole, same except players exchange and hit each other's tee shot, then select best ball and hit alternately until the ball is holed out. On par-5 holes, exchange tee shots twice before deciding which ball is to be holed out with alternate shots.

## **CUBES**

Combines Backgammon and Nassau formats. Play with teams of 1 or 2 with handicaps. Player with shortest tee shot takes possession of the cube which lets his team double the points wagered on those 9 holes, at their option, at any time. If they double, cube goes to other team, who may also double at any time.

## **FIFTEEN/TWENTY-FOUR/THIRTY-THREE**

Score one best ball on par 5's, 2 best balls on par 4's and 3 best balls on par 3's. Score gross and net with strokes where they fall.

## **FOUR BALL**

Best ball (net) of a team of two players, against the best ball of another twosome. Each golfer plays his own ball, use match play.

## **GET ACQUAINTED**

Each player must select a partner with whom they have never played. They play a stroke play round as a team, the score usually based on their best ball, with gross and net prizes. Each team is paired with another so that play is in groups of four.

## **KING OF THE HILL**

Play against another person or partners. Team must make 3 net pars in a row or better to be "King." Once you are "King" each hole that is parred or better is 1 point. As soon as a net boogie is made, you are no longer "King."

## **LONG & SHORT MATCH-UP \***

Called this for lack of a better name, since some players have better long games than short games, and vice versa. This game combines the ability of both types of players. The ideal team is made up of one player who is straight and long off the tee, and another player who has great touch around the greens. In this format, one partner hits all the drives and long irons, and the other partner hits all the approach shots and does all the chipping and putting. Use 50% of combined total handicap.

## **LONG & SHORT**

A pair's game, to determine team handicap add pair's combined handicaps and divide by 2. One player plays ever shot from greater than 150 yards, the other plays the shorter shots within 150 yards.

## **MODIFIED COMBINED AGGREGATE**

Combines the gross score of partners and net score of partners.

## **ODD-EVEN**

Two partner game. Decide first whose score will count for the even holes, and who for the odd holes. Use net scores to determine winner and use ½ handicaps.

## **ONE-TWO BEST BALL**

Two-person teams. Count one best ball on the odd numbered holes, and two best balls on the even numbered holes. 100% of handicap.

## **ONE-TWO-THREE**

Score one best ball on holes 1, 4, 7, 10, 13, & 16; two best balls on holes 2, 5, 8, 11, 14 & 17 and three best balls on holes 3, 6, 9, 12, 15 & 18.

## **THREE-TWO-ONE**

Score three best balls on holes 1, 4, 7, 10, 13, & 16; two best balls on holes 2, 5, 8, 11, 14 & 17 and one best ball on holes 3, 6, 9, 12, 15 & 18

## **PARTNER'S BEST BALL**

Better score of partners on each hole, gross and net.

## RED BALL (BULLSEYE)

Team game where players each rotate being the Red Ball player. The Red Ball player and 1, 2 or 3 other people use their best ball for a net best ball score.

## ROUND-ROBIN #1 (Match Play)

Use 100% of handicap. (Methods of picking partners: ball toss, long and short drives, etc.) Played in groups of four. Partners change every six holes, so each player is engaged in 3 six-hole matches with each of the others in the group as a partner. 2 points are at stake on each hole; 1 for low ball, 1 for low total. Matches can be played low gross and low net.

*VARIATION: Play the round without partners and after the round is finished, pick partners and figure matches accordingly.*

## ROUND ROBIN #2 (Match Play with Points)

All players agree on the value of each point. Partners are selected as described above, the only difference is instead of just scoring by holes, each team tries to accumulate the most points as follows:

- |   |         |
|---|---------|
| ➤ Team Winning a Hole   | 1 point |
| ➤ Team Getting a Birdie   | 1 point |
| ➤ Team Getting a Greenie<br><i>(on the green and closest to the hole)</i> | 1 point |
| ➤ Team Winning a Press  | 1 point |
| ➤ Team Winning a Robin<br><i>(six-hole match)</i>                         | 1 point |

## SCOTCH SCRAMBLE

Pairs alternate shots from tee to green until ball is in the hole. One player drives all the even holes, and one drives all odd holes. Use one half of combined handicaps.

## SCOTCH SCRAMBLE (MODIFIED)

Variation of above, all players tee off. Partners then decide which ball to play from second shot. Player whose tee-shot is not used hits 2<sup>nd</sup> shot. Players alternate from there until ball is in the hole.

## SILENT PARTNER

Partners are drawn after play. Stroke play minus 100% of handicap.

## SIX - 3 AT A TIME \*

Two-person teams with 100% of handicap. Choose your own partner. Partner's handicaps must be within 8 strokes of each other. If difference is greater than 8, higher handicap player must reduce her handicap to come within 8 strokes of her partner.

- Holes #1 - #6 *(for 9-hole competition, Holes #1 - #3)*: Team score is gross best ball of the team.
- Holes #7 - #12 *(for 9-hole competition, Holes #4 - #6)*: Scotch twosome. Both players tee off. Select the better drive, and alternate shots until the ball is holed.
- Holes #13 - #18 *(for 9-hole competition, Holes #7 - #9)*: Scramble. Both players tee off. Select the better drive, and both players hit from that spot. Player whose ball is selected must play her ball as it lies, partner may drop a ball within one club-length, no closer to the hole. Continue this format until a ball is holed.

Total up team gross score. Team handicap is 50% of combined total handicap. Subtract team handicap for net team score.

## **TIJUANA**

Partners to alternate driving from each tee and then play alternate shots until the ball is holed. Lowest gross and/or net scores win.

## **TWO PLAY**

Partners games with five ways to score. 1 point each for

- a) 1<sup>st</sup> on the green
- b) Birdie
- c) Win hole by stroke play
- d) Win hole by match play
- e) One putt

## **GAMES FOR GROUPS OF THREE:**

### **BLACK BALL TOURNAMENT**

Each player is designated 6 holes (*3 holes if playing only 9 holes*). Two net scores are counted on each hole, the person's score that is designated for that hole plus the best ball of the other two. Use 100% of handicap.

### **CHAIRMAN**

For threesomes only. First player to win a hole outright becomes the chairman and assumes the chair. Each hole that a player wins outright while occupying the chair is worth one point each from the other players. Play with full handicap. If chairman ties another player, he doesn't win a point, but he does retain the chair.

### **EIGHTY-ONE (or NINE'S)**

When you are short a player and only have a three players, this is a good game. Each hole has a total point value of 9;  $9 \times 9 = 81$ , thus the name of the game. Play with 100% of handicap. The winner of the hole is the player with the best score, and is awarded 5 points, the next best score gets 3 points, and the highest score gets 1 point. If two players tie for best score, combine and split first and second points so that they each get 4 points. If all three players tie for low score, then each player gets 3 points. When two players tie for high score, split the second and third points so that each gets 2 points. Prior to playing, decide how much each point is worth. The point value can be anything that you and the others decide. Total points for 9 holes is 81; for 18 holes, 162. Winner is the player with the most points.

### **RABBIT**

Works best with threesomes. When player wins a hole (net) he takes possession of the "rabbit." Other players then try to get rabbit back by beating the player who holds the rabbit on any of the following holes. This frees the rabbit to be captured by anyone, including the original player. When a player holding rabbit wins another hole, he then holds rabbit plus a "leg." Makes it harder to free the rabbit because they must free the leg before they can free the rabbit. Object – to have possession of the rabbit after holes 9 & 18 or after 3 or 6.

### **SIX-POINT THREESOMES (or ENGLISH)**

Played in groups of three. Points awarded as follows for players' net score per hole, using 100% of handicap: low score = 4 points; middle score = 2 points; high score = 0 points. If two players have lowest scores – 3 points, last

player 0 points. If all three tie, give each 2 points. If two players tie, give each 3 points. If one player is low and the other two tie, the low score gets 4 points, and the other two players each get 1 point.

## **SIX FOR THREE**

Each team of three players play for one or more of 3 points. 1 point for best ball, 1 point for two best balls and 1 point for three best balls.

## **WOLF**

A 3 player game. Player with the middle-distance drive is the Wolf. His opponents are the hunters. Wolf must match twice his net score on the hole against the combined net scores of the hunters. If the Wolf wins, he gets two points, whereas the hunters would get only one point each.

## **FOUR-PERSON TEAMS:**

### **BEST BALL PLUS FOUR 3'S**

Use 100% of handicap and count the best ball of the foursome on all holes except on the par 3's, count all four balls.

### **BEST TWO**

Total the best two net balls of the foursome, use 100% of handicap.

### **BLUE GRASS SCRAMBLE \***

Use ABCD four-person teams. The A player plays from the blue tees, B & C play from the white tees, and D plays from the red tees. All players tee off from their designated teeing grounds, select the best two drives and mark their positions. At this point, the team divides into 2 two-person teams, who finish the hole in a scramble format. The owner of the selected tee shot may elect to partner up and play either ball selected. Division of the 2 two-person teams may change on each hole. Continue for 18 holes. Score both balls using 25% of the combined total handicap of the team.

## **BRIDGE**

At the tee on pair makes a "bid" on how many strokes (play net or gross) it will take their team to complete the hole, i.e. bid 10 means they're betting they can play the hole in 10 strokes or fewer, combined. Bet is a point a player. The other team then has three options:

- 1) bid lower than 10
- 2) take the bid
- 3) take the bet and double it

The first team can then double it back if they wish. Once the bidding finishes, play the hole.

## **CHA-CHA-CHA**

Use one best net score of the team on the par 5's, two best net scores on the par 4's, and three best net scores on the par 3's. 100% of handicap.

## **COLORS**

If using ABCD teams, use 100% of handicap. If not using ABCD teams, use 90% of handicap. Each player is assigned a color. *For example: Red, blue, green, yellow, or colors to fit a theme (such as red, white, blue, and*

gold for a 4<sup>th</sup> of July event). Each player plays her own ball. Team score for the hole is the net score of the player who's color is assigned to that hole. Each player will have 4 holes assigned to her color; 2 holes will be "free" (no color assigned), and any player's net score may be used on those holes.

ASSIGNING COLORS TO HOLES: Any method may be selected for assigning colors to holes: random selection; harder holes (based on handicap stroke allocation) assigned to players with lower handicaps; par 5's to lower handicaps, par 3's to higher handicaps, etc. Color assignments may be marked on the scorecards in advance, so players know which holes they have been assigned before they begin play of each hole, or colored tape or paper strips can be taped to the flagsticks so players do not know who has been assigned each hole until they reach the green.

## **CRAZY SCRAMBLE \***

Four-person teams; the total handicap for each team may not exceed 71. Everyone plays from the white tees unless otherwise instructed. Each player on the team is given a number (1, 2, 3, or 4) and each team has one die.

- Holes #1 & #2: All players tee off, then player #1 rolls the die. That number determines which ball is used for the second shot, regardless of its position. The other players hit their balls from this position and continue this format until a ball is holed.
- Hole #3: Only #4 tees off (from the red tees). Using this drive, continue the scramble until a ball is holed.
- Hole #4: All players hit from the white tees. Roll the die to determine the ball to use for the second shot. Use scramble format until a ball is holed.
- Hole #5: Only #1 tees off. Using this drive, use scramble format until a ball is holed.
- Hole #6: Use only a 9-iron on this hole and a putter on the green. Everyone tees off. Roll the die to determine who hits the second shot, and use scramble format until a ball is holed.
- Holes #7 & #8: Everyone plays from the white tees. Roll the die to determine the drive to be used, and use scramble format until a ball is holed.
- Hole #9: Everyone plays from the red tees. Roll the die to determine the drive to be used, and use scramble format until a ball is holed.
- Hole #10: Only #3 tees off. Using this drive, roll the die to determine who hits the second shot, and use scramble format until a ball is holed.
- Hole #11: Everyone tees off from the white tees. Roll the die to determine who hits the second shot, and use scramble format until a ball is holed.
- Hole #12: Only #2 tees off from the red tees. Using this drive, roll the die to determine who hits the second shot, and use scramble format until a ball is holed.
- Hole #13: Everyone tees off from the white tees. Roll the die to determine who hits the second shot, then alternate hitting the ball according to the number sequence until a ball is holed. *For example: If #3 hit the second shot, then the next to play would be #4, then #1, then #2, and so on until a ball is holed.*
- Hole #14: Everyone tees off from the red tees. Roll the die to determine the ball used for the second shot. Roll the die again to determine who hits the second shot. Use scramble format until a ball is holed.
- Holes #15 & #16: Everyone tees off from the white tees. Roll the die to determine the ball used for the second shot. Roll the die again to determine who hits the second shot. Use scramble format until a ball is holed.
- Hole #17: Roll the die to determine who tees off. That player must hit from the white tees.
- Hole #18: Everyone tees off from the red tees. Use the best drive for the second shot. Roll the die to determine who hits the third shot, and use scramble format until a ball is holed.

NOTE: Scoring is low gross per team. These instructions can be adapted to suit the holes on your golf course.

## **HOT BALL**

Use ABCD four-person teams. Two net scores count on every hole. One score is the hot ball, and the other score is the best ball of the remaining three players. The person playing the hot ball must keep playing until she has holed out (or has taken 10 strokes, whichever comes first). The hot ball is designated as follows:

	<u>Front Nine</u>	<u>Back Nine</u>
A Player	1, 5, & 9	10, 14, & 18
B Player	2 & 6	11 & 15

C Player	3 & 7	12 & 16
D Player	4 & 8	13 & 17

***NOTE:** Adjust hole distributions per player to fit your golf course. The hardest holes should be given to the A player, next hardest to the B player, and so on until all holes have been distributed.*

## **LONE ELK SCRAMBLE (OR LONE LEPRECHAUN SCRAMBLE) \***

***NOTE:** This format is called a Lone Elk Scramble without ABCD pairings, and a Lone Leprechaun Scramble with ABCD pairings.*

Four-person team competition, 95% of handicap. Three players play a best ball scramble; while the designated player (Lone Elk) plays her own ball. The scorecard has colored squares on each hole showing which player is the Lone Elk for that hole. Holes #5 and #14 are undesignated holes, and the team may choose their own Lone Elk for those two holes, while the remaining three team members play the best ball scramble.

**Best Ball Scramble:** The three players in the scramble will tee off, and the Team Captain will decide which drive to use. The three players will then hit their second shots from that position. Continue this format until a ball is holed. Players may drop their balls within 1 club-length of the selected ball (*yes, even if it brings you out into the fairway*), but no closer to the hole. When on the green, players may place their ball within 6 inches of the selected ball positions, but no closer to the hole.

**Lone Elk:** The designated player will play her own ball throughout the hole, record her gross score in the colored square and record her net score for that hole as the Lone Elk score.

**Team Score:** Add the scramble total to the Lone Elk total for the 18-hole total, then deduct your team handicap as indicated on the card for your overall team total. Incomplete teams will play just the scramble portion of the competition, and a blind draw will determine their Lone Elk Score.

**Blind Draw:** Incomplete teams will need a blind draw for both the Lone Elk score and the fourth team member for team handicap purposes. This can be done at the time the scorecards are prepared. Select a team with similar handicaps to the team needing the blind draw. Select one of the team members as the blind draw for the team handicap, add her handicap to the blind draw team's handicaps and use 25% of this number for the team handicap for the blind draw. Make a note of the team selected, and when scorecards are turned in after play, enter the Lone Elk score from the selected team on the scorecard for the blind draw.

***NOTE ON PREPARING SCORECARDS:** Individual handicaps as indicated on the card are 95% of players' handicap. Allocate these individual handicap strokes on the Lone Elk holes. (For example: If player 1 is the Lone Elk on holes 1, 9, 10, and 18, she would get just the strokes she would normally be entitled to on those holes if her handicap were allocated across the card. In other words, if the player's handicap were listed as 18, she would be entitled to one stroke on each of the four holes.) For holes #5 and #14, allocate strokes for all team members. Team handicap is 25% of the combined total handicap. (For example: If individual handicaps are 24, 28, 28, 30, the combined total handicap is 110, so the team handicap is 27.5.) Even though there are only 3 players playing the scramble at any one time, all four players are participating in the scramble over 18 holes, thus the need to divide the combined handicap by 4, instead of 3.*

## **MONKEY \***

Each member of the team carries a single club, which are usually a wood, a long iron, a lofted iron, and a putter. One ball is played. Each member of the team, in rotation, plays the ball from wherever it happens to lie, and with whatever club she has chosen to carry. Thus, a player may be forced to putt with a 5-iron or drive with a putter.

## **OFFS**

At least two members of your foursome must score net par or better or your team receives an "OFF" for the hole. The team with the least "OFFS" wins.

## **OFFS WITH A TWIST**

Play offs, but a team may remove an "OFF" for each additional player (over two) who have a net birdie or better on a hole (i.e. birdie in a basket.)

## **ONE-TWO-THREE WALTZ (or ONE-TWO-THREE BEST BALL)**

Count one best ball of the foursome on Hole #1, two best balls on Hole #2, three best balls on Hole #3. Repeat format for Holes #4 - #6, Holes #7 - #9, Holes #10 - #12, Holes #13 - #15, and Holes #16 - #18. Use 100% of handicap.

## **PINK, ORANGE OR YELLOW (or GO-FOR-THE-GOLD)**

ABCD teams. Each team decides who plays the colored ball on which holes. Each player must play the colored ball on at least four holes, with two players playing the colored ball on five holes. Only the colored ball score counts for the team score. If the colored ball is lost, the team is disqualified from the competition. Keep gross scores for all players on scorecard, with the colored ball score on a separate line.

*ALTERNATIVE: The A player plays the colored ball on Hole #1, B player plays the colored ball on Hole #2, C player plays the colored ball on Hole #3, and the D player plays the colored ball on Hole #4. Continue this rotation for the remainder of the round.*

## **RED, WHITE & BLUE SCRAMBLE \***

Teams are paired ABCD. The A player plays from the blue tees, B and C play from the white tees, and the D player plays from the red tees. After everyone tees off, proceed with a regular scramble format.

## **SCRAMBLE # 1 \* (or FOUR-PERSON SCRAMBLE)**

On each hole, each team member drives, and the best drive is selected. Each team member then plays a second shot from the spot where the selected drive lay, and the best second shot is then selected. This process is repeated until a ball is holed.

## **SCRAMBLE #2 \***

Played the same way as scramble #1 with a twist. If your team pars a hole, everyone will hit the next drive from the red tees. If your team birdies a hole, everyone will hit the next drive from the white tees. If your team eagles a hole, everyone will hit the next drive from the blue tees. If your team bogies a hole, everyone will hit the next drive from the flags on the next hole. NOTE: *The flags are placed 10-20 yards in front of the red (forward) tees.*

## **SCRAMBLE #3**

Play a regular round; everyone's score counts. Select your team's one best net score on the par 5's, 2 best net scores on the par 4's, and the 3 best net scores on the par 3's.

## **SCRAMBLE #4**

Play a regular round; everyone's score counts and everyone must hole out. Add up all of the gross scores on each hole and divide by four to obtain the team score for each hole. Add up the team total score and subtract the team handicap. NOTE: *Team handicap is 25% of combined total handicap.*

## **SCRATCH & SCRAMBLE**

Gross scores for all four players are totaled, then divided by 4 to arrive at the team gross score. Team member's handicaps are totaled, then divided by 4 to arrive at the team handicap. Subtract team handicap from the team gross score to arrive at team net score.

## **SHAMBLE \***

This is a point game in which a group of four plays as a team to accumulate as many points as possible against the rest of the field. In this game everyone hits a tee shot and then the team selects the best drive. Each player then plays out the hole with their own ball from the spot where the best drive was selected. Use 100% of handicap with points earned individually as follows: 1 point = net par, 2 points = net birdie, 3 points = net eagle, and 4 points = net double eagle. Points are totaled on each hole for all four players, and the team with the highest point total at the end of the round is the winner. *NOTE: This game tends to favor the higher handicap player.*

## **SIX-SHOOTER (or UNO-DOS-TRES)**

ABCD teams. When determining teams, the total combined handicap of each team should be as equal as possible. Use 100% of handicap. One best ball on Holes #1 - #6, two best balls on Holes #7 - #12, and three best balls on Holes #13 - #18. Score gross and net.

## **SUCKER IN THE BUCKET**

After playing the first hole, determine the team's best net ball. On the second hole, determine the best net ball of the three remaining balls. On the third hole, determine the best net ball of the two remaining balls. On the fourth hole, the net score of the remaining player must be used. Repeat this format through 18 holes.

## **TEXAS SCRAMBLE**

Each player's drive must be used three times during the round. All four players tee off and select the best drive. Three players (all except the person who's drive is used) hit from best drive position. Continue the same until ball is holed out. Only one score counts for the foursome.

## **THREE BEST BALL**

Select three best balls on each hole of the foursome. Gross and net scores may be kept, taking strokes where they fall for net.

## **THREE, TWO, ONE**

ABCD teams with 100% of handicap. Score three best balls on the first hole, two best balls on the second hole, one best ball on the third hole. Repeat this cycle for the rest of the round. Even out handicaps as evenly as possible for all teams.

## **TWO BEST BALL OF FOURSOME**

Select two best scores on each hole. Gross and net scores may be kept, taking strokes where they fall for net score.

## **WOLF**

A foursome game. One player is Wolf at first tee and changes each hole through hole 16 so each player is the Wolf 4 times. Wolf picks a partner after tee shots are hit or may decide he can beat the other three players by

himself (Lone Wolf). Points are tabulated after each hole. Full handicaps. Wolf always tees off first. Ties carryover.

## **X-CEPT EIGHTEEN**

Use 100% of handicap. Teams keep one best ball on the front nine, two best balls on Holes #10 - #17, and three best balls on the 18<sup>th</sup> hole.