

WEEKLY GOLF GAMES

TEAM BEST BALL: Players are paired in 2-somes or 4-somes. Players record their actual scores but the winner is determined by the best ball recorded by the team, minus "pops" (net score) for each hole. Post Gross.

ODD OR EVEN: Players can elect at the end of the round to count "ODD" (1,3,5,7,9) or "EVEN" (2,4,6,8) holes. There is a winner for both "ODD" and "EVEN" holes. Player must indicate on scorecard "ODD" or "EVEN" before submitting the scorecard. If "ODD" holes are selected only 4 holes will be used to score this game. The hole not used will be determined by Tournament Chairperson prior to start of game and noted on the scorecards. Post Gross.

"O". "N"."E"."S": Only holes that start with "O", "N", "E", and "S" (1, 6, 7, 8, 9) will count toward your tournament score. Deduct ½ handicap. Post Gross.

ACES WILD: Keep putts. At the end of the round, deduct the number of "one" putts the player had from the total score and deduct handicap. A player who chips (off the green) into the hole, may deduct 2 strokes. If the player exceeds 10 strokes before getting on the green, place ball at the farthest spot on the green from the hole and putt from there. Post gross score.

CRIERS: At the end of the round, the player chooses 2 holes to revert to par. Deduct full handicap to determine low net score. Post gross score.

THROW OUT WORST 2 HOLES: Same as above but player deducts strokes from 2 holes thrown out.

TWO BLIND HOLES: Two holes are chosen by the Pro Shop to be thrown out after the start of play. Players do not know which 2 holes until play is completed. Calculate Gross & Net Score. Deduct the score of the 2 Blind Holes to determine Game Score. Gross Score will be posted.

LOW GROSS, NET: Winners will be the low gross and the low net scores (usually by flights). Post gross.

LOW GROSS, NET, PUTTS: The same as above except also keep track of putts. Winners are Low Gross (by flight); low net (by flight); and low putts (1 overall winner). If player exceeds 10 strokes before getting on the green, place ball at the furthest point on the green from the hole and putt from there. Count every stroke after putting process begins (ball on green). This includes chips/putts if you go off green and have to chip/putt back on.

FLIGHTED LOW NET: Gross score minus handicap determines winner. Post gross score.

SCRAMBLE: Scramble format can be 2, 3, or 4 person teams. Each player will hit a tee shot, the

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team will then choose the best tee shot and all players will play their second shot from that spot. Continue until the ball is holed. Do not post scores.

TEXAS SCRAMBLE: Same as Scramble but each team must use a minimum of 2 drives from each player.

DROP OUT SCRAMBLE: Same as scramble except that the person whose ball has been chosen cannot hit the next ball except that everyone putts.

4 CLUBS AND A PUTTER: Play using 5 clubs including the putter. Do not post scores.

TEE TO GREEN: Players record number of strokes from tee to green. Play continues to include putts but winners are determined by strokes from tee to green. Post gross score.

BINGO, BANGO, BONGO: A point based game

In Bingo, Bango, Bongo three (3) types of achievements are rewarded with a point. the longest drive for each hole, provided the ball is in play, gets 1 point (Bingo); The player in the group whose ball is closest to the pin once all balls are on the green get 1 point (Bango); And the player in the group who has the lowest putt gets a point(Bongo)