

Games of the Day

ALIBI	Substitute par for 3 worst holes.	PICK-A-PACK	Pick 2 Par 5s, 3 Par 3s, and 4 Par 4s. 1/2 Handicap
BEST NINE	Best nine holes in uninterrupted succession - 1/2 Handicap	PINEHURST	Each player in partnership hits drive, alternate 2nd shot - decide which ball is played with one ball going into hole
BETTER NINE	Front or Back 9 - player's option - 1/2 Handicap	PLAY THE MIDDLE	Holes 5 through 11 - 1/2 Handicap
BLIND NINE	Nine holes drawn after play - 1/2 Handicap	POKER	Low Net plus 5 best holes
CRIERS	Subtract total of 6 worst holes from gross score.	RUSSIAN ROULETTE	Each foursome plays as a team with each player assigned a number (1-4) according to handicap. After completing hole, players proceed to next tee where a number (1-4) has been placed prior to play. The score of the player with the corresponding number is recorded for hole just played. One team score per hole.
CRISS CROSS	Best 9 holes of 1 or 10, 2 or 11, etc - 1/2 Handicap	SCRAMBLE	Each player tees off. The best drive is then selected and player whose drive is selected plays that ball. Others drop their balls and play from approximately the same spot. This procedure continues until someone holes a putt. One team score is recorded. Average handicap.
CROSS COUNTRY	Best 9 holes of 1 or 18, 2 or 17, etc - 1/2 Handicap	SELECTIVE NINE	Players select any 9 holes BEFORE teeing off. Two Par 3's only
ECLECTIC	Usually played as a two-day tournament . Best 18 holes using improved second day scores.	TEE TO GREEN	Gross minus putts
EENIE MEENIE	3 Par 3's, 3 Par 4's, 3 Par 5's - 1/2 Handicap	THREE BLIND MICE	Throw out 3 worst holes or 3 holes are drawn blind - Full Handicap

IF	Throw out one (1) worst hole. Full handicap	3 BEST BALLS OF FOURSOME	Use handicap strokes where they fall for three best balls.
LOW NET	Subtract full handicap from Gross score.	TIN WHISTLE	Use handicap strokes where they fall, score points on each hole - Boggie 1, Par 2, Birdie 3, Eagle 5
MOST PARS	Take strokes where they fall, add number of net pars or better	T's and F's	Use all holes beginning with T & F - 1/2 Handicap
MUTT & JEFF	Add scores on 5 longest and 4 shortest holes - 1/2 Handicap	2 BEST BALLS OF FOURSOME	Use handicap strokes where they fall for two best balls.
ODD OR EVEN	Use either odd or even holes - 1/2 Handicap	YOUR DAY WITH THE PRO	Each foursome playing golf with the Pro. Low Net.
O.N.E.S.	Use all holes beginning with letters O.N.E.S. - 1/2 Handicap	WALTZ FOURSOME	1st Hole - 1 best ball, 2nd Hole - 2 best balls, 3rd Hole - 3 best balls, then start over with 4th Hole.
PAR 5's & PAR 3's	Total of Par 5s and Par 3s - 1/2 Handicap		
PAR 4'S	Total - 1/2 Handicap		
PARTNERS BETTER BALL	Use handicap strokes where they fall for better ball		