

## EXPLANATION OF GAMES

### 1-2, 1-2 – (Partner or Foursome Event)\*

One best ball on the odd holes and 2 best balls on the even holes. Golf Canada recommends 95% of handicap to be used.

### 1 Best Ball – (Partner Event)\*

One best ball of the partnership. Golf Canada recommends 95% of handicap to be used.

### 2 Best Balls – (Foursome Event)\*

Two best balls of foursome. Golf Canada recommends: 95% of handicap to be used for women and 90% for men. If playing from different tees, apply any adjustment for the difference between the course ratings, i.e. red and white tees. No adjustment need be made if playing red and blue tees.

### 2 Nines – (Partner or Foursome Event)

Formats optional, i.e. Best Ball (any number), Scramble, Shamble, Stableford and for Partner Event Chapman. See explanations as to formats and handicap allowances. **NB** if 9 holes consist of a Best Ball – this score is to be posted.

### 3-3-3\*

Use the score of your 3 best par 3s; 3 best par 4s and 3 best par 5s for your gross score and for your net score subtract half your handicap.

### 3 Blind Mice\*

Record your gross and net scores. Deduct your 3 worst holes. Same holes must be used for gross and net scores.

### 5 & 4\*

Total of the first five holes on the front 9 and the last four holes on the back 9. For your gross score add these nine holes together and for your net score subtract one half of your handicap.

### 6-6-6 – (Partner Event)

6 holes best ball; 6 holes Scramble; and 6 holes Scotch. Golf Canada recommends handicaps to be used are: Better Ball: 95%; Scramble: one-third of the combination of 35% of the lower handicap and 15% of the higher handicap and Scotch: one-third of the combination of 50% of the partners' course handicaps. **Not a postable score.**

### Best Side\*

Choose best gross score either on the front or back nines. Subtract half your handicap.

### Bingo

As you play mark off on the Bingo Card any items you encounter during the round. Player with a bingo in the least amount of holes wins.

### **Bingo, Bango, Bongo**

Three points are awarded on each hole. One point to the player whose ball first comes to rest on the green; one point to the player whose ball is nearest the cup after all players are on the green and one point to the player who first sinks the putt (do not use continuing putting).

### **Blind Holes**

A number of pre-selected holes (unknown to competitors) will be thrown out.

### **Blind Partner Relay\***

Everyone plays their own ball and once the competition is closed will be assigned a partner. Use on partner's scores for the front 9 and the other partner's scores for the back 9.

### **Bridgeman – (4some Event)\***

One Best Ball on holes #1 to #6. Two Best Balls on holes #7 to #12 and Three Best Balls on holes #13 to #18. Golf Canada recommends 95% of handicap to be used.

### **Chapman – (Partner Event)**

Two players play as partners, each playing from the teeing ground and each playing the partner's ball for the second shot. After the second shot, partners select the ball with which they wish to score and play that ball alternately to complete the hole. Golf Canada recommends the partner with the lower course handicap receives 60% of her course handicap and the partner with the higher course handicap receives 40% of her course handicap. The percentage allowances are added together before rounding, and the total is rounded off within .5 or more rounded upward. **Not a postable score.**

### **Cha, Cha, Cha - (4some Event)\***

One best ball on the 1<sup>st</sup> hole, two best balls on the 2<sup>nd</sup> hole, three best balls on the 3<sup>rd</sup> hole. Repeat for remaining holes. Golf Canada recommends 95% of handicap to be used.

### **Criss-Cross\***

Chose best gross score between holes #1 or #10, #2 or #11, #3 or #12 etc. For your gross score add the nine holes chosen and for your net score subtract half your handicap.

### **Dice Game – (4some Event)**

Each player is given a number from 1 to 4. After each hole roll the dice to see which player's score is to be used. When you roll a 5 use the score of the person with the shortest drive and for a 6 you can use anyone's score.

### **Dots and Putts**

10 points are received for every drive that stays on the fairway or the green on a par 3. From this total, subtract the total number of putts.

### **Eclectic (Individual or Partner)**

The best gross and net score on each hole played over two days. Golf Canada recommends for a partner event that there be no more than an 8 stroke differential is recommended and 95% of handicap to be used.

### **Even Holes\***

For your gross score total all the even numbered holes and for your net score subtract half your handicap.

### **Golf Lite\***

Stroke play using a limited number of clubs. At the beginning of the round each player selects four clubs in addition to their putter. These five clubs are the only clubs in play throughout the round. **Not a postable score.**

### **MATCH PLAY**

#### **Four Ball Handicap Match Play – (Partner Event)**

Two play their own ball against the better ball of the two other players. The match is played by holes. The strokes shall be determined off the lowest handicap player in the match. A hole is won, lost or halved based on the teams better net ball score.

#### **Individual Handicap Match Play**

One against one. The match is played by holes. The strokes shall be determined off the lowest handicap player in the match. A hole is won, lost or halved based on the better net ball score.

#### **Monster Tees – (Individual, Partner or 4some)**

Monster Tees will be designated and any format may be chosen.

#### **Most Net Bogeys Only**

Winner – player with most net bogeys only.

#### **Most Net Pars or Better\***

Winner – player with most net pars or better.

#### **Mutt & Jeff\***

Use the 4 longest holes and the 5 shortest holes. Total these 9 holes for your gross score and for your net score subtract half your handicap.

#### **Nines or Sixteens**

Pairings of 3 will play total points per hole adding up to 9 and pairings of 4 will play total points per hole adding up to 16.

#### **Odd/Even (Partner Event)\***

Prior to the start of the round team members decide whose score is to count on the odd holes and whose score is to count on the even holes. Total the scores used for the gross score and

taking strokes where they fall, total the net scores. Golf Canada recommends 95% of handicap to be used.

### **Odd Holes\***

Total of all of the odd numbered holes for your gross score and for your net score subtract half your handicap.

### **O-N-E-S\***

Total of all the holes beginning with the letters O-N-E-S for your gross score and for your net score subtract half your handicap.

### **Pars or Better\***

Use net scores for each hole. Lower or equal score to par mark a plus (+) and higher than par mark a minus (-). Player with most + wins.

### **Pin Round**

Stroke Play with low puts and KP's. Net score only.

### **Pink Lady – (4some Event)\***

Coloured ball rotates among the players. Only the gross/net score of the player with the coloured ball is used.

### **Scotch – (Partner Event)**

Each partner plays alternately from the teeing ground and during play of each hole. Golf Canada recommends 50 percent of the partners' combined Course Handicap. When selected drives are permitted, the allowance is 40 percent. **Not a postable score.**

## **SCRAMBLES**

### **Scramble – (Partner or 4some Event)**

Each player drives; choose the drive and you wish to use and all play from there. Continue choosing the best shot until the ball is holed. Each player's drive must be used a certain number of times. Golf Canada recommends 20% of the lowest index, 15% of the next lowest index, 10% of the third lowest index and 5% of the highest index.

### **See Saw Scramble – (Foursome Event)**

Each player hits the tee shot on each hole. Select two drives and then divide your team into two twosomes. Each team of two then hits the second shot and the best second shot is then selected. This format is continued until both team's ball is holed out.

### **Step Aside Scramble**

Each player hits the tee shot on each hole and the player whose drive is selected must then step aside and the remaining players each hit the second shot. The best second shot is then selected

and the player who hit that shot must step aside. This format is continued until the ball is on the green. All players can putt.

### **Select a Nine\***

Before teeing off select and circle the 9 holes you want to use which must consist of 3 par 3's, 3 par 4's and 3 par 5's. Bring down the scores on holes to be used. Add these for your gross score and for your net score subtract half your handicap.

### **Shamble – (Partner or 4some Event)**

Each player drives; choose the best drive and all players play their own ball from that point on for completion of hole. Each player's drive must be used a certain number of times. Golf Canada recommends 85% of handicap to be used.

### **Stableford**

Points are given for both gross and net scores as follows: 1 point for a bogey, 2 for a par, 3 for a birdie, 4 for an eagle etc. Strokes are taken where they fall. This can be an individual, partner or foursome event and be played for gross points as well as net.

### **Survivor – (4some Event)**

One Best Ball **net** of foursome as follows: On the 1<sup>st</sup> hole use the best net score of the foursome. On the 2<sup>nd</sup> hole use the best net score of the remaining 3 players. On the 3<sup>rd</sup> hole use the best net score of the remaining 2 players. On the 4<sup>th</sup> hole use the net score of the remaining player.

Continue this rotation for all 18 holes. **HOWEVER**, if any one of the players has a net birdie or better on any hole, return all players to the rotation for the following hole and continue as above

### **T's and F's\***

Total of all the holes beginning with the letters T and F for your gross score and for your net score subtract half your handicap.

### **Team Low Putts – (Partner or 4some Event)**

Winner is the team or partners with the lowest number of putts.

### **Tombstone**

Each player is given a cross and continues to play until she has taken as many shots as the par of the course plus her handicap. The player leaves her cross wherever her ball lies after the final stroke. Player going the farthest around the course is the winner.

### **Triplicate – (4some Event)\***

1 best ball on the par 5s; 2 best balls on the par 4s and 3 best balls on the par 3s. Golf Canada recommends 95% of handicap to be used.