

QC9LGA

GAMES DEFINED

4 CLUBS AND A PUTTER:

Play using 5 clubs including the putter. Not postable.

51/42/33: This is a 4-person team play

Record all players' gross for each hole then subtract the "pops" and circle the score or scores for the lowest net scores. On the par 5s, select only 1 best net score (Team score for that hole). On the par 4s, select the 2 best net scores (Team score for that hole). On the par 3s, select the 3 best net scores (Team score for that hole). Winners will be decided on the basis of lowest Team Score. Do not subtract H/C from your total net score! Postable

ALTERNATE SHOT: Twosome teams.

First player on the card starts. Then alternate shots. Whoever puts the ball in the hole, her partner then tees off on the next hole. If a player gets within the leather, her partner will be considered as hitting it in the hole for a gimme. Not postable.

BEST BALL NET OF TWOSOMES

Pick best net ball of the twosome. Postable

BEAT THE PRO

Beat the "big guy" with your net score. Make sure he plays off the black tees and no "gimmies. Postable.

CHA-CHA-CHA

One net BB on hole #1 (Cha), Two net BBs on hole #2 (Cha Cha), Three net BBs one hole #3 (Cha-Cha-Cha) and continuing through all 9 holes. Postable

CHAPMAN SCOTCH –PYP

Both golfers on the team hit drives. Each plays the other's ball for the second shots. The best of the second shots is selected, and from there the two partners play alternate shots into the hole. Not postable

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

DROP OUT SCRAMBLE

Everyone tees off. Pick the best ball. Person who hit that ball drops out and remaining 3 hit from that spot. Continue until ball is holed. Not postable

FLIGHTED LOW NET:

Gross score minus handicap determines winner. Postable

GIVE ME A BREAK:

4 person team Game. Two best net balls per hole of the 4 some. Throw out worst 2 holes. Keep gross score. Postable

I SCREAM, YOU SCREAM, WE ALL SCREAM:

Prior to play, players decide who is player 1 and who is player 2. Player 1 ball is used on hole 1, player 2 ball is used on hole 2, both players' balls on hole 3.

Repeat through the 9 holes. Handicap is reduced to 66%. Postable

(Player one on holes 1, 4 and 7. Player 2 on holes 2, 5 and 8. Both players on 3, 6 and 9)

LOW GROSS, NET:

Low Gross and Low Net: Individual Game. Postable

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. Postable

ODDS OR EVENS:

Count "ODD" (1,3,5,7,9) or "EVEN" (2,4,6,8) holes. H/C will be based on the 5 (odds) or 4 (evens) holes. Postable

"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. Postable

SCRAMBLE:

Scramble format can be 2, 3, or 4 person teams.

Each player will hit a tee shot, the 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. Not postable

STABLEFORD:

0 Points for Net double bogie or more; 1 Point for Net Bogie; 2 Points for Net Par; 3 Points for Net Birdie; 4 Points for Net Eagle. Pops will be on the cards. Record your actual score then subtract your pops for net score for each hole. Use your net score to determine

Stableford Points. Winners will be paid on the Stableford totals.
Postable

SHAMBLE: 4-person team game.

In the shamble, everyone tees off as you do in a scramble. Here's where the similarity ends, though. In the shamble, from the second shot to holing out, everyone plays their own ball. Pick the best score amongst the four. Not postable

TEE SWITCHEROO:

Tee Switcheroo: Five holes will be played from the topaz tees, four from the copper tees. The topaz tee holes are 1, 3, 5, 7, and 9. The tee holes are 2, 4, 6, and 8. Topaz tees can be located by driving out on the cart path to the yellow/topaz stake/path line and going 90 deg from that point. Not postable.

THROW OUT WORST 2 HOLES:

Same as above but player deducts strokes from 2 holes thrown out. Deduct full handicap to determine low net score. Post gross score.

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. Postable

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. Postable