

Glossary of Games



Individual Games

LOW GROSS

Player with the low gross score wins.

LOW NET

Player with low net score wins.

LOW GROSS/LOW NET

Player with the low gross score wins and the player with the low net score wins.

INDIVIDUAL STABLEFORD

You will receive points for your NET score: Double Bogey 0, Bogey 1, Par 2, Birdie 3, Eagle 4, Double Eagle 5, Triple Eagle or Better or Hole in One 6

RINGER

This game is used when schedule requires us to play the same 9-holes twice. Play the same 9-hole course twice and choose the best net score for each hole.

PAR 3's and 5's

Record net scores on all Par 3s & Par 5s.

PAR 4's

Record net scores on all Par 4's.

BLIND NINE

The Pro Shop will do a blind draw of nine holes that will be used for net scoring.

THREE BLIND MICE

Blind draw by pro shop for 3 holes which will not count in overall score for the field (Net).

BEST NINE

Choose your best net score of the two nines (either front or back).

FIELD DAY

Prizes for low net by flight and low gross by tee box. Additional prizes for closest to the pin on par 3's, longest drive and closest to the line.

NET O.N.E.S.

Count net scores on all holes that BEGIN with the letters O, N, E, S. (1, 6, 7, 8, 9, 11, 16, 17, 18). Scorecards will highlight which holes are counted.

T's and F's

Count net scores on holes beginning with T or F (Holes - 2, 3, 4, 5, 10, 12, 13, 14, 15). Scorecards will highlight which holes are counted.

Most Net Pars or Better

Count of net pars or better for 18 holes.

ODD HOLES

Count net scores on all odd holes.

EVEN HOLES

Count net scores on all even holes.

THROW OUT THE THREE WORST HOLES – WHINERS

Throw out your three worst holes but all 18 will be posted. Golf Genius will calculate the worst three holes.

RACETRACK

Pay 3 places per flight. WIN – Low Gross; PLACE – Low Net; SHOW – Low Putts

STABLEFORD

The Stableford points will be added together to determine winners. You will receive points for your NET score: Double Bogey – 0, Bogey 1, Par 2, Birdie 3 and Eagle 4.

NASSAU (FRONT/BACK/TOTAL)

Pay 3 places per flight. Low Net on Front, low net on back and low net total.

Team Games

TPD Coordinator will pick your foursome and balance the handicaps.

1 BEST NET BALL ODD HOLES – 2 BEST NET BALL EVEN HOLES

All players will play their own ball. Record your best net ball on the odd holes and the 2 best net balls on the even holes. Golf Genius will calculate and verify the net.

1 LOW GROSS and 1 LOW NET

All players will play their own ball. Record the lowest gross score and the lowest net score for the team on each hole.

123 WALTZING MATILIDA

All players on the team will play their own ball. Team scoring is based on best net ball scores on the hole number as follows (this will be marked on the scorecards): Holes 1, 4, 7, 10, 13, 16 – Use one best net ball; Holes 2, 5, 8, 11, 14, 17 – use two best net balls; holes 3, 6, 9, 12, 15, 18 – Use three best net balls

ONE BEST BALL GROSS- ONE BEST BALL NET

Each player plays her own ball. Record the team's best gross ball and team's best net on the lines provided on scorecard. Golf Genius will score the team's best gross plus the best net ball for the hole. The same ball is not counted more than once.

BEST NET BALL

Each player plays her own ball. The lower net score of the team is the score recorded for the hole.

SCRAMBLE

All players will tee off and the preferred shot will be selected. The players will move their balls to that spot. All players will play their next shot and select the preferred shot. The team will continue this process until the ball is holed. When choosing the best shot, the players may play from within 1 club length of the original ball, no closer to the hole. At no time may you improve your position on the course (e.g.: from a bunker to the rough) with the one club length. On the putting green, place ball within 6 inches of the original ball. Each player must use 4 drives.

RED, WHITE, AND BLUE

4 Person Team game. Score 3 best net balls for holes with red pins, 2 best net balls for holes with white pins and 1 best net ball for holes with blue pins.

1-2-1 BEST BALL

4 Person Team game. Score 1 best net balls for holes 1-6 and 13-18, 2 best net balls for holes 7-12. Scorecards will highlight which holes to score 1 best net ball and which holes to score 2 net best balls.

CHA CHA CHA

4 Person Team game. Score 1 best net balls on par 5's, two net best balls on par 4's and 3 net best balls on par 3's.

Pick Your Partner (PYP)

(No more than 10 strokes difference in handicaps)

PYP PARTNER MATCH PLAY

Team against Team in match play format. The game is played hole by hole. 1 point is at stake for each hole. The strokes shall be determined off the lowest handicap player in the match. A hole is won, lost, or halved based on the net better ball score of each team. Win=1 point, tie=1/2 point for each team, loss=0. Team with the most points at the end of the match wins.

PYP 2-PERSON - ALTERNATE SHOT

Select who will drive first. Alternate all shots through the 18 holes.

PYP 2-PERSON - CHAPMAN SCOTCH

Each player tees off. For the second shot, each player hits her partner's ball. For the third shot, select the preferred ball and alternate shots until ball is holed.

PYP 2-PERSON – NET Best Ball

Two golfers play as partners, each playing her own ball. The lower net score of the partners is the score for the hole.

PYP 2-PERSON – BEST NINE

Two golfers play as partners, each playing her own ball. Pick the best net nine-hole score from each player (either front nine or back nine). Add the two nine-hole scores together.

PYP 2 DAY ECLECTIC

Day One – You and your partner select the best net ball on each hole. Day Two – You and your partner select the best net ball from Day One or Day Two. Example: On Day One, your best net team score is a 6 on the first hole. On Day Two your best net team score is a 7 on the same hole. The lowest of the two scores on the first

hole is a 6, so 6 is the golfers eclectic or ringer score.

PYP 2-PERSON 6-6-6

Holes 1 - 6 – *BEST NET BALL OF PARTNERS*
SCOTCH

Holes 7 - 12 – *CHAPMAN*

Holes 13 - 18 – *SCRAMBLE*

- *BEST NET BALL* – Each player plays her own ball from tee to green. Record both individual gross scores and the best team NET score on the card.
- *CHAPMAN SCOTCH* – Each player tees off. For the second shot, each player hits her partner's ball. For the third shot, select the preferred ball and alternate shots until ball is holed.
- *SCRAMBLE* – Both players will tee off and the preferred shot will be selected. The players will move their balls to that spot. Both players will play their next shot and select the preferred shot. The team will continue this process until the ball is holed. When choosing the best shot, the players may play from within 1 club length of the original ball, no closer to the hole. At no time may you improve your position on the course (e.g.: from a bunker to the rough) with the one club length. On the putting green, place ball within 6 inches of the original ball. Each player must use 2 drives on the six holes.

PYP 2-PERSON SHAMBLE

You and your partner tee off. Select the preferred drive. You and your partner hit their own ball from that point until holed. 6 tee shots per player required.

PYP – 2 PERSON STABLEFORD

The Stableford points of each partner will be added together to determine the overall winner. You will receive points for your NET score: Double Bogey – 0, Bogey 1, Par 2, Birdie 3 and Eagle 4.

PYP FOURSOME – 2 BEST BALLS

Two 2-person teams combine to make a foursome. Record two best balls of your team on each hole.

PYP BEAT THE PRO & THE PRESIDENT

Pro's and President's net score vs your team net score.