

Game: Blind Holes

Format: Pro shops draws 9 holes. After game the “blind holes” will be posted

Pairings: By flights

Scoring: Net score added on these holes only. Post score.

Payout: Per individual/per flight



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Game: Criss-Cross

Format: Play all 18 holes. Choose best NET score from each of the following: 1 or 18,

2 or 17, 3 or 16, 4 or 15, 5 or 14, 6 or 13, 7 or 12, 8 or 11, 9 or 10

Pairings: By flights

Scoring: Total of 9 holes net score. Post score.

Payout: Per individual/per flight

21

Game: Fairways Minus Putts

Format: Score 6 points for each fairway hit (no points if you are not in the fairway). Subtract your number of putts. Miss the fairway -out that hole.

Pairings: By flights

Scoring: Total points. Post score (need to keep your gross score)

Payout: Winner best point score for 18/per flight

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Game: Low Gross Low Net

Format: Play 18 holes of golf for gross score. Subtract handicap for net score.

Pairings: By flights

Scoring: Best low net

Best low gross

Post Score

Payout: Per individual/per flight (Same person can't win both, go to 2nd place winner.)

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Game: Low Net & Low Putts

Format: Play 18 holes. Subtract handicap from gross and add putts.

Pairings: By flights

Scoring: Lowest score wins in flight. Post score.

Payout: Per individual/per flight



18

Game: Nassau

Format: Play 18 holes. Subtract handicap from gross for net score. Subtract handicap for each 9 holes to get net.

Pairings: By flights

Scoring: Best overall gross (18)

(Post Best overall net (18)

Score) Best front net

Best back net

Payout: Overall gross (18) & overall net (18) get \$1 more than the best front & back. One winner per flight. Same person can't win more than once.

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Game: O-N-E-S

Format: Count holes beginning with the letters O-N-E-S.

(1,6,7,8,9,11,16,17, & 18)

Pairings: By flights

Scoring: Net score added on these holes only. Post score.

Payout: Per individual/per flight

18

Game: Odd/Even **Even/Odd**

Format: Count odd holes on front & even holes on the back.

Count even holes on front & odd holes on back

Pairings: By flights

Scoring: Net score added on these holes only. Post score.

Payout: Per individual/per flight

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Game: Points with Minuses

Format: Points needed are determined by subtracting player's handicap from 36.

Points Awarded:

Eagle 6 points

Birdie 4 points

Par 2 points

Bogie 1 point

Double Bogie 0 points

Triple Bogie (or higher) -1 point

Pairings: Can be by flights

Scoring: Tally total game points plus or minus over needed points. Post score.

Payout: Player(s) with the best plus score win (s). Pay out as many places as you can starting w/ \$9 and on down to \$3. Don't break ties. Award ties w/ same amount. 6



Game: Points No Minuses

Format: Points needed are determined by subtracting player's handicap from 36.

Points Awarded:

Eagle 6 points

Birdie 4 points

Par 2 points

Bogie 1 point

Double Bogie 0 points

Pairings: By flights

Scoring: Tally total game points. Post score.

Payout: Player(s) with the best plus score win(s). Pay out as many places as you can starting w/\$9 and on down to \$3. Don't break ties. Award ties w/ same amount.

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Game: Red Box

Format: One player is the red box player and must play ball into the hole and that score is counted. The other score is the best net score out of the other players for each hole

Pairings: A-B-C-D Team

Scoring: Add two balls for each hole. (Red box + other ball). Post score.

Payout: Best in field

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Game: "X"cept 18

Format: One best ball on the front. Two best balls on the back. Three best balls on #18.

Pairings: A-B-C-D Team

Scoring: Net score added. Blind will be pulled for threesomes. Post score.

Payout: Best in field.

23

Game: Cha, Cha, Cha

Format: One best ball Hole #1

Two best balls Hole #2

Three best balls Hole #3 Repeat pattern: Hole #4-1BB, Hole #5-2BB, Hole #6-3BB. Continue play. **If a shot gun start, play starts w/ number of balls on your starting hole.**

Pairings: A-B-C-D team

Scoring: Use net scores. Tally the best balls for a total team score. If you have a threesome a blind will be pulled. Post score.

Payout: Best in field

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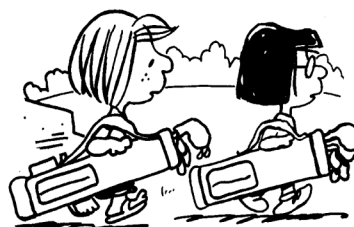
Game: Member/Member (2-person)

Format: One best ball for 18 holes

Pairings: U-pick or Computer

Scoring: Use net scores. Tally the best balls for a total team score. Post score.

Payout: Per team/per flight



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Game: Member/Member (4-person)

Format: Two best balls

Pairings: Members pick or computer pick

Scoring: Net score holes .

Post score.

Payout: Per team/per flight

24

Game: Pot Luck

Format: "A" player counts 5 holes

"B" player counts 5 holes

"C" player counts 4 holes

"D" player counts 4 holes

Pairings: A-B-C-D Team

Scoring: All 18 holes must be accounted by using one player's score per hole. Total team net score. Blind will be pulled for threesomes. Post score.

Payout: Best in field

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Girls Gone Golfing



Let's Go Golfing



Golf Games

Girls Gone Golfing



Let's Go Golfing



Golf Games

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Game: Red, White & Blue

Format: Red flag-1 best ball

White flag-2 best balls

Blue flag-3 best balls

Net scores/each hole

Pairings: A-B-C-D Team

Scoring: Total net score for the game. Post score.

Payout: Best in field

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Game: Heavy Partner (Team)

Heavy Partner (Computer Pick)

Format: Partners are a team. One best ball per hole. Each teammate must use 9 different holes.

Pairings: Members pick-flighted

Computer pick –by flights AB/CD

Scoring: Total of 9 holes net score. Post score.

Payout: Lowest net score flight-ed

Low net in flights

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Game: Scramble (Lone Ranger)

(Each player must be the lone ranger at least once on the front & once on the back.)

Format: All players drive & team chooses best drive. Chosen drive will play her own ball to the green & records her net score. Remaining players drop at the chosen drive and play a regular scramble to the green & their gross score is recorded. No blind-threesomes take turns hitting the missing player's shots.

Scoring: Add the two scores (net + gross) for each hole. Tally final score for each team.

Pairings: A-B-C-D Team

Payout: Best in field

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Game: Six, Six, Six

Format: Team plays Holes 1-6 & records one best net ball.

Team plays Holes 7-12 & records two best net balls.

Team plays holes 13-18 & records three best net balls.

Pairings: A-B-C-D Team

Scoring: Add all net scores for final score. Pull a blind if there is a threesome, within the flight. ("C" player missing, pull a "C" player.)

Post score.

Payout: Best in field

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Game: Team Ball

Format: Par 5 holes score one best net ball.

Par 4 holes score two best net balls.

Par 3 holes score three best net balls.

Pairings: A-B-C-D Team

Scoring: Add all net scores for final score. Blind will be pulled for a threesome. Post score.

Payout: Best in field

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Game: Two Best Balls

Format: Score two best net balls within the foursome for each hole.

Pairings: A-B-C-D Team

Scoring: Add together net scores. Blind will be pulled for a threesome. Post score.

Payout: Best in field

15

Game: Texas Scramble

Format: Everyone drives & best drive is selected. All hit in from that drive & play their own ball to the cup. **You must use each individual's drive once on the front & once on the back.**

Pairings: A-B-C-D Team

Scoring: Two best net balls. No blinds. Ties go back to the hardest hole-card playoff.

Payout: Best in field. **When we play this game there is no payout for chip-ins. We do pay CTP'S.**



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Game: Reverse Waltz

Format: Three best balls on #1

Two best balls on #2

One best ball on #3

Repeat pattern #4-3BB, #5-2BB, #6-3BB. Continue play.

Pairings: A-B-C-D Team

Scoring: Add net scores for all holes. Blind will be pulled for a threesome. Post score.

Payout: Best in field

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