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## **Best in Foursome**

**Format:** Best net score in the foursome

**Pairings:** By flights

**Scoring:** Use net scores.

**Payout:** Best net score in the foursome.

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## **Blind Holes**

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

**Pairings:** By flights

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

**Payout:** Per individual/per flight.

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## **Cha Cha Cha**

**Format:** One best ball on Hole #1. Two best balls on Hole #2. Three best balls on Hole #3.

Repeat pattern – One best ball on Hole #4. Two best balls on Hole #5. Three best balls on Hole #6. Continue play. If a shot gun start, play starts with 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.

**Payout:** Best in field.

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## **Criss – Cross**

**Format:** Play all 18 holes. Chose the 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.

**Payout:** Per individual / per flight.

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## **Fairways Minus Putts**

**Format:** Score 6 points for each fairway hit. No points if you are not in the fairway. Miss the fairway and you are out of the hole. Subtract your number of putts.

**Pairings:** By flights

**Scoring:** Total points.

**Payout:** Winner best point score for 18 / per flight.

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## **Heavy Partner**

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

**Pairings:** Members or computer pick, by flights AB/CD

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

**Payout:** Lowest net score in flights.

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## **Low Gross – Low Net**

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

**Pairings:** By flights

**Scoring:** Best low net. Best low gross.

**Payout:** Per individual/per flight.

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## **Low Net & Low Putts**

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

**Pairings:** By flights

**Scoring:** Lowest score wins in flight.

**Payout:** Per individual/per flight.

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## **Member/Member (4 person)**

**Format:** One best ball on the front. Two best balls on the back.

**Pairings:** Member pick or computer pick

**Scoring:** Net score holes.

**Payout:** Per team/per flight.

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## **Member/Member (2 person)**

**Format:** One best ball for 18 holes.

**Pairings:** Member pick or computer pick

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

**Payout:** Per team/per flight.

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## **Nassau**

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

**Pairings:** By flights

**Scoring:** Best overall gross (18). Best overall net (18). Best front net. Best back net.

**Payout:** Overall gross (18) and overall net (18), best front net, best back net. One winner per flight. Same person cannot win more than once.

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## **Odd/Even (or Even/Odd)**

**Format:** Count odd holes on front and even holes on the back. Or, count even holes on the front and odd holes on the back.

**Pairings:** By flights

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

**Payout:** Per individual/per flight.

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## 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.

**Payout:** Per individual/per flight.

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## Points

**Format:** Points needed are determined by subtracting player's handicap from 36. Minimum is 6 points. 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.

**Payout:** Player(s) with the best score wins.

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## 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 for by using one player's score per hole. Total team net score.

**Payout:** Best in field.

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## 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 and other ball.

**Payout:** Best in field.

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**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.

**Payout:** Best in field.

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**Reverse Waltz**

**Format:** Three best balls on #1, two best balls on #2, one best ball on #3.

Repeat pattern #4 – 3 BB, #5 – 2 BB, #3 – 1 BB. Continue play.

**Pairings:** A-B-C-D Team

**Scoring:** Add net scores for all holes.

**Payout:** Best in field.

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**Scramble – Lone Ranger**

**Format:** All players drive and team chooses best drive. Chosen drive will play her own ball to the green and records her net score. Remaining players drop at the chosen drive and play a regular scramble to the green and their gross score is recorded. For threesomes, take turns hitting the missing player’s shots. Each player must be the lone ranger at least once on the front and once on the back.

**Pairings:** A-B-C-D Team

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

**Payout:** Best in field.

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**Scramble – Texas Scramble**

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

**Pairings:** A-B-C-D Team

**Scoring:** Two best net balls.

**Payout:** Best in field.

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## **Six, Six, Six**

**Format:** Team plays Holes 1-6 and records one best net ball. Team plays Holes 7-12 and records two best net balls. Team plays Holes 13-18 and records three best net balls.

**Pairings:** A-B-C-D Team

**Scoring:** Add all net scores for final score.

**Payout:** Best in field.

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## **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.

**Payout:** Best in field.

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## **T-E-N-S**

**Format:** Count holes beginning with the letters "T-E-N-s". (2,6,7,8,9,10,11,12,13,16,17,18)

**Pairings:** By flights

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

**Payout:** Per individual/per flight.

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## **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.

**Payout:** Best in field.

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## **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.

**Payout:** Best in field.

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## **Special Tournaments**

### **2 X 4**

This is a two-day tournament. You will choose your own partner.

There are 2 different 9-hole games each day:

- ❖ Two-person scramble
- ❖ Alternate shot
- ❖ Best Ball
- ❖ Heavy Partner

Scoring is by team total net score.

### **Round Robin**

This is a flighted match play tournament. Prior to the tournament, you will receive detailed information on the rules for match play, as they are different than those for stroke play. In addition to the rules, you will also have detailed information on general guidelines and scoring.

Pairings are selected by flight. You play with your partner for a total of 45 holes. Day one and two = 18 holes each. Day three = 9 holes.

After every 9 holes, you and your partner will be paired with another twosome in your flight for the next 9 holes.

Scoring is cumulative throughout the tournament.





## **Frequently Asked Questions**

**What do I do if I find out I cannot play after the tee sheets have been sent out?**

*Contact the pro shop and let them know. Reach out to at least one person in your foursome to let them know as well.*

**What happens if there is a threesome?**

*A blind draw will be pulled for the missing player.*

**Why do I need to post my score?**

*To maintain a fair and accurate handicap.*

**What happens if there is a tie?**

*A "card match" is used to determine a winner. This is determined by using the hardest handicapped hole and comparing the best net score. If the tie continues, use the next hardest handicapped hole to determine a winner.*