

TWO BEST NET BALLS

Three- or four-player format.

The total score of the net two best ball scores is the score that will count.

Please record all your scores. The TWO net best ball score out of the group will determine the winners.

THROW OUT TWO WORST NET HOLES

This is an individual player game. Each player is allowed to throw out her two worst net scored holes after completing the round. For posting purposes those holes remain, but are not included in the final tally. The lowest net score without those two holes wins.

ODD & EVEN HOLES

Four-player format.

Count 1 best net ball on odd holes and 2 best net balls on even holes.

THE WALTZ

Count 1 best net ball on hole #1, two best net balls on hole #2, three best net balls on hole #3, and repeat that pattern for the remaining 6 holes (hole #4=1 best net ball; hole #5=2 best net balls; hole #6=3 best net balls; hole #7=1 best net ball; hole #8=2 best net balls; hole #9=3best net balls). Low Net Team wins.

HATE'EM

Three- or four-player format.

Before teeing off each player must circle the 3 holes on her scorecard that she hates the most. Record your actual score on that hole but when totaling your score the holes you circled become PARs. Low net total score wins.

ODDBALL

Three- or four-player format.

Each player will eventually be the ODDBALL. A player must be the ODDBALL at least twice. The ODDBALL is chosen as to which hole she will play and that net hole score is the score for that hole. The ODDBALL scores are recorded on the bottom of the scorecard. Low team net score wins.

HIGH NET/LOW NET

The score is based on low net ball and high net ball on each hole. At the end of the round drop your highest and lowest scoring holes.

LOW GROSS

The lowest individual GROSS score wins.

STABLEFORD

Using net scores, count a par as 1 point, birdie as 2 points, eagle as 3 points, and double eagle as 4 points. Highest score wins.

BLIND HOLES

Three- or four-player format.

Each player in their group records their individual net scores for 9 holes. When the cards are turned in, the Pro will throw out two holes of the 9 which he has selected before the start of play (but not known to the players). Low net team wins.

RED/WHITE/YELLOW FLAGS

Four-player format. Scoring is as follows:

3 best net scores on each hole with red flags.

2 best net scores on each hole with white flags.

1 best net score on each hole with yellow flags.

Group with the lowest net score wins.

THREE BEST NET BALLS OF THE FOURSOME

Four-player format.

The total score of the net THREE best ball scores is the score that will count. Please record all your scores. However, the THREE net best balls score out of the foursome will determine the winners.

WHO'S YOUR PARTNER

Before going out to play each player's name is placed in a hat. After all players have completed their nine holes of play, names will be picked out of the hat. There will be one two-player team net winner.

CAPTAIN'S CHOICE

First pick one person to be the team captain. That person determines which ball is to be played. Everyone tees off. The team captain selects the best drive. The rest of the golfers in the group pick up their golf ball and move up to the shot of choice. They place their ball within one club length of the best shot and they ALL hit again. This process is repeated until someone knocks the ball in the hole.

FOUR BALL SCRATCH

Three- or four-player format.

The score for this game is based on one player's lowest net score per hole. The lowest net score on each hole is the only score that will be counted on that hole. The group wins by having the lowest net score for nine holes.

ODD HOLES

Three- or four-player format.

Only the net score on the ODD holes will count in this game. Please keep your actual score. The ODD holes for the team are the ones that will count.

ONE BEST NET BALL OF THE TEAM

Three- or four-player format.

Count one best net ball on each hole. Low net score wins.

FOUR CLUBS AND A PUTTER

Each player will be limited to any 4 clubs plus a putter. All of the remaining clubs must remain in your car or at home. Low net score wins.

LOW NET/HIGH NET

The score is based on low net ball and high net ball on each hole. At the end of the round drop your highest and lowest scoring holes.

LAS VEGAS

Two (2) man Team – One (1) Best Ball. The best net score of the twosome on each hole is the score that will be counted for that hole. Twosomes are determined by cart partners. Winners will be the twosome with the lowest net score.

COLORED NET BALL

The score is based on colored ball and 1 net best ball of other three players. Each player alternates playing the colored ball on each hole. Player 1 plays colored ball first, player 2 plays colored ball on next hole, etc...

EVEN HOLES

Three- or four-player format. Only the net score on the even holes will count in this game. Please keep your actual score. The team with the best total net score on the even holes wins.

ALL FOURS

Play all nine holes but only the scores on the par 4's will count.

TURKEY SHOOT – LOW NET

The lowest individual NET score wins.

ALTERNATE SHOT

You and your partner alternate shots throughout the nine holes. (If you putt out then your partner drives on the next hole.)