

GAME DESCRIPTIONS

Beaconette Cup: Best Net Ball: Individual

Throw Out Two Worst Balls: This is an individual player game.

Each Player is allowed to throw out her two worst NET scored holes after completing her round. For posting purposes those scores remain. The lowest net score WITHOUT those holes is the winner.

Odd and Even Holes: Team Play

Count 1 Best Net Ball on the Odd Holes and 2 Best Net Balls on Even Holes.

Hate 'Em..... Three or Four player format:

Before teeing off, each player must circle 3 holes on her score card that she hates the most. Record your actual Score on that holes but when totaling, those holes become "Pars". Low net total wins.

The Waltz – Team Play

Count 1 Best Net Ball on Hole #1 (10), 2 Best Net Balls on hole #2 (11), 3 Best Net Balls on Hole #3 (12) and repeat that pattern for the remaining 6 Holes; Low Net Team Wins.

Net Score – Team: Or Best One Ball - Team - Threesome

Lowest Net Score for round for team wins. Keep individual scores for posting, but circle lowest net per hole. Add those 9 scores and lowest net team score wins.

Even Holes: Three or Four Player Format

Only the Net score on the Even Holes will count in this game. Keep your actual score for posting. Team with the lowest total score on Even holes wins.

Mystery Holes: This is a team format

Before teeing off the pro will secretly pick three holes as our Mystery Holes. Teams will not know what holes were chosen until after round. The Holes chosen will become "Pars". Low Net Team wins.

All Fours: Play all nine holes, but only the par 4's will count.

Oddball: Three or Four player Format

Each player will eventually be the ODDBALL at least once. The ODDBALL is chosen as to which hole she will play and that net score is the score for that hole. Record ODDBALL score on bottom of the scorecard. Low team net score wins.

Blind Holes: Three or Four player format

Each player in the group records their individual net score for 9 holes. When cards are turned in, the Pro will throw out two holes of the 9 which he has selected before the start of the game, but unknown to the players. Low net team wins.

Red/White/Yellow Flags: Four player format

"3" best net balls on holes with "red " flags..... "2" best net balls on holes with "white" flags.... "1" best net ball on holes with "yellow" flags. Lowest Net wins.

Three Best Net Balls: Foursome

Please record all your scores. However, the three best net balls for the foursome will determine the winners.

Captain's Choice: Three or Four player format

Everyone tees off. Captain will choose best ball. Other players pick up and move to shot of choice. All hit next shot from there. This process is repeated until someone makes the putt. Continue this format for all nine holes.

Four Ball Scratch: Three or Four player format

The lowest "GROSS" score on each hole is the only score that will be counted on that hole.
The team with lowest "GROSS" score for nine holes wins.

One Best Net Ball: (Team) Count one best "NET" ball on each hole. Low "net" score wins.

Four Clubs and a Putter: Individual

Each player is limited to any 4 clubs plus a putter. All remaining clubs must stay in your car or home.
Low net score wins.

Low Net/High Net: Individual

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

Step Aside Scramble: Three or Four player format

Everyone tees off. Choose the best ball. Pick up and move to that spot. The players ball that the team has chosen must step aside for the next shot. Repeat process until on the green. Everyone Putts.

Colored Net Ball: Team

Score is based on 1 colored ball score for each hole and 1 net best ball of other players. Each player alternates playing the colored ball on each hole. There will be two scores for each hole. The colored ball score and 1 net player score.

Throw Out Two Worst Balls: Individual

Each Player is allowed to throw out her two worst net balls after completing her round.
For posting those scores remain. Lowest net score without those two holes wins.

Even Holes: Three or Four player format

Only the net score on the even holes will count in this game. Keep your actual score for posting.
Team with the lowest total score on the even holes wins.

All Fours – GROSS Score Only

Play all nine holes, but only the lowest "Gross" score on par 4's will count. Team lowest "Gross" score for those holes wins.

Odd & Even Holes: (Team) Count 1 best Net Ball on Odd Holes and 2 best Net balls on even holes.

Halloween Fun – Team Costumes (Optional) Two Best Net Ball of Team.

Greenies: (Three or Four player format) Everyone play's from the "Green" Tees. Lowest Net score wins.

Turkey Shoot: Team Waltz

Count 1 best net ball on 1st hole, 2 best net balls on 2nd hole, 3 best net ball on 3rd hole. Repeat pattern for remaining 6 holes. Low Net Team wins.