

Game	Description
All Fours	Par 4's will count.
All Fours - Team	Count two best balls on par 4 holes.
Best Net	Best net ball flighted by handicap. Used for Beacon or Beaconette Cup
Best Nine	Best Net Front or Back
Captain's Choice	Everyone tees off. Captain will choose best ball. Other players pick up and move to shot of choice. All hit next shot from there. Repeat until someone makes the putt.
ChaChaCha	Count 1 best net ball on hole 1, 2 best net balls on hole 2, 3 best net balls on hole 3 and repeat that pattern for the remaining holes; low net team wins.
Even Holes	Count the net score on the even holes.
Five, Four, Three	Count 1 best net ball on par 5's; 2 best net on par4's; 3 on par 3's.
Four Ball Scratch	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.
Four Clubs and a Putter	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.
Lone Ranger	Every hole, one player in a foursome is assigned to be the Lone Ranger. On the 1st hole, player in position 1 in the pairings will act as the Lone Ranger. On the 2nd hole, player in position 2 is the Lone Ranger and so on. Count the Lone Ranger's ball as well as the best ball of the other players. So, two balls will be counted on each hole.
Modified Peoria	Best 3 Par 3's,4's & 5's
Mrs. Murphy	All teams have a Mrs. Murphy, who shoots par on every hole. Each team counts two best net balls one of which can be Mrs. Murphy's par.
Mystery Holes	Pro will secretly pick three holes as Mystery Holes. Teams will not know what holes were chosen until after round. The holes chosen will become "Pars". Low Net Team wins.
Nassau	Low net for 18; low net front; low net back. Player can win only one event.
Odd and Even Holes	Count 1 best net ball on the odd holes and 2 best net balls on even holes.
Odd Holes	Count net scores on odd holes only.
One Best Net Ball	Count one best net ball on each hole.
Pinehurst Scramble	Two players play as partners. Each player tees off and plays the partner's ball for the second shot. After the second shot, partners select the ball with which to score and play that ball alternately to complete the hole
Putting Around	All players count own strokes and hole out, but the player who has the least number of putts carries the team score for that hole. So if one player has a one putt, then the team score for that hole is one. A chip-in scores a zero.
Scramble	Everyone tees off. Choose the best ball. Other players pick up and move to shot of choice. Repeat process until on the green.

Game	Description
Shambles	Everyone tees off. Choose the best ball. All golfers play their own ball to the hole from there. Best 2 balls are used for the team score.
Six, Six, Six	3 BB on holes 1-6, 2 BB on holes 7-12, 1 BB on 13-19
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.
Stableford, Team	Using net scores, count a par as 1 point, birdie as 2 points, eagle as 3 points and double eagle as 4 points. Team with highest score wins.
Step Aside Scramble	Everyone tees off. Choose the best ball. Other players pick up and move to shot of choice. The player's ball that was chosen must step aside for the next shot. Repeat process until on the green. Everyone putts.
T and F Holes	Two best balls on the holes whose number starts with T or F.
Tee to Green	Putts don't count.
Three's & Fives	Count two best balls on par 3 and par 5 holes.
Throw Out Two Worst Holes	Each player throws out the two worst NET scored holes. For posting purposes those scores remain. The lowest net score WITHOUT those holes is the winner.
Two Best Net Balls	Count the two best net balls on each hole.