

## GAMES DESCRIPTIONS

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INDIVIDUAL	
<b>Ace of Aces - Gross</b>	Previous year's qualifiers compete
<b>Ace of Aces - Net</b>	Previous year's qualifiers compete
<b>Beat the Champ</b>	Individual 's <b>Net</b> score vs. Club Champion's <b>Net</b> Score
<b>Better Nine</b>	Choice of best nine (front or back) after play, less <b>half</b> handicap
<b>Blind Nine</b>	Nine holes to be drawn by committee after all have teed off, less <b>half</b> handicap
<b>Circle Nine</b>	Before teeing off, circle your anticipated 9 best scoring holes, less <b>half</b> handicap
<b>Club Championship</b>	Three rounds (gross and flighted) medal play competition
<b>Criss Cross</b>	Choice of 1 or 10, 2 or 11, 3 or 12, etc., less <b>half</b> handicap
<b>Cross Country</b>	Choice of 1 or 18, 2 or 17, 3 or 16., less <b>half</b> handicap
<b>Eclectic</b>	Improving score on each hole over 3 rounds, yet not required to play every day... (must play each hole at least once)
<b>Even Holes</b>	Score only even numbered holes (2, 4, 6, etc.), less <b>half</b> handicap
<b>Field Shots</b>	Keep putts, and deduct from your score, less <b>half</b> handicap
<b>Fielder's Choice</b>	Choose best... <b>3</b> par 3's, <b>3</b> par 4's, and <b>3</b> par 5's, less <b>half</b> handicap
<b>Five and Four</b>	Add scores on the first five holes (#1 thru #5), and the last four holes (#15 thru #18), less <b>half</b> handicap
<b>Golfer's Delight</b>	<b>After play</b> , select your three worst holes and deduct from your gross score (play all holes)
<b>IF</b>	After play deduct <b>one</b> worst hole from your score, less <b>full</b> handicap
<b>Low Net</b>	Total score for 18 holes (play all holes), less <b>half</b> handicap
<b>Low Net Plus Putts</b>	Keep score for each hole and keep track of all putts. At end of play, subtract your handicap, then add your putts to the net score
<b>Middle Nine</b>	Add scores of holes 6-14 (must play these holes)
<b>Most Pars (Net)</b>	Strokes where they fall, and count 1 point for each hole with a <b>net par (or better)</b> score
<b>Mutt and Jeff</b>	Total scores on par 3's and par 5's (must play these holes), less <b>half</b> handicap
<b>Odd Holes</b>	Score only odd holes (1,3,etc.), less <b>half</b> handicap
<b>Oops Day</b>	Two free mulligans, less <b>full</b> handicap (for posting add two strokes)
<b>O.N.E.S.</b>	Total of holes beginning with the letters <u>O</u> <u>N</u> <u>E</u> <u>S</u> , less <b>half</b> handicap
<b>Par 4's</b>	Total of all par 4 holes (must play these holes), less <b>half</b> handicap
<b>T's and F's</b>	Score only holes 2, 3, 4, 5, 10, 12, 13, 14, 15, less <b>half</b> handicap
<b>Tin Whistle</b>	Count: 1 point for bogie; 2 points for par; 3 points for birdie; 4 points for eagle - apply strokes where they fall
<b>12 Hole Elective</b>	Select your 12 best holes, less <b>half</b> handciap

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PARTNERS	
<b>Partners' Relay</b>	Add one player's score on the front nine to the other player's back nine score, less <b>half</b> combined handicaps (select nines after play is complete)
<b>Partners' Aggregate</b>	Combined <b>gross</b> score of partners less combined handicaps
<b>Partners' Eclectic</b>	Select one best score of the twosome on each hole over 2 rounds, strokes where they fall ( do not have to play both days)
<b>Partners' Hi-Low</b>	Use high handicapper's score on odd holes, low handicapper's score on even holes, less <b>half</b> handicap
<b>Twosome Best Ball</b>	Select one best ball of the two players on each hole (strokes where they fall)
FOURSOMES	
<b>Foursome 345</b>	1 best ball on all par 3's, 2 best balls on all par 4's, 3 best balls on all par 5's (strokes where they fall)
<b>Foursome 2 Best Ball</b>	On each hole add 2 lowest balls together (strokes where they fall)
<b>Odd/Even</b>	Players are numbered 1,2,3,4. Players 1 and 3 score on odd holes. Players 2 and 4 score on even holes. Add the odd hole gross scores (both balls) to the even hole gross scores (both balls) and deduct <b>half</b> combined handicaps
<b>Pink Lady/Orange Ball 1 pink ball per 4some)</b>	Each person uses the pink ball on every 4th hole. Her score counts plus the best ball of the other three players (strokes where they fall)
<b>Step Aside Scramble</b>	All in foursome tee off-. Player whose ball is selected "steps aside" and other 3 players hit the next shot. Player of next ball selected steps aside and remaining players hit (Continue through the green)
<b>Waltz</b>	1 best ball on 1st hole, 2 best balls on 2nd hole, 3 best balls on 3rd hole, repeat.