

GAMES DESCRIPTIONS

INDIVIDUAL	
Ace of Aces - Gross	Annual tournament to determine Ace of Aces Low Gross Winner (held in January of following year). Each low gross monthly winner from Jan-Dec are eligible. A player can only be named monthly winner once within the calendar year.
Ace of Aces - Net	Annual tournament to determine Ace of Aces Low Net Winner (held in January of following year). Each low net monthly winner from Jan-Dec are eligible. A player can only be named monthly winner once within the calendar year.
Beat the Champ	Individual's Net score vs. Club Champion's Net Score
Better Nine	Choice of best nine (front or back) after play, less half handicap
Blind Nine	Nine holes to be drawn by committee after all have teed off, less half handicap
Circle Nine	Before teeing off, circle your anticipated 9 best scoring holes, less half handicap
Club Championship	Three rounds (gross and flighted) medal play competition
Criss Cross	Choice of 1 or 10, 2 or 11, 3 or 12, etc., less half handicap
Cross Country	Choice of 1 or 18, 2 or 17, 3 or 16., less half handicap
Eclectic	Improving score on each hole over 3 rounds, yet not required to play every day... (must play each hole at least once)
Even Holes	Score only even numbered holes (2, 4, 6, etc.), less half handicap
Field Shots	Keep putts, and deduct from your net score
Fielder's Choice	Choose best... 3 par 3's, 3 par 4's, and 3 par 5's, less half handicap
Five and Four	Add scores on the first five holes (#1 thru #5), and the last four holes (#15 thru #18), less half handicap
Golfer's Delight	After play , select your three worst holes and deduct from your gross score (play all holes)
IF	After play deduct one worst hole from your score, less full handicap
Low Net	Total score for 18 holes (play all holes), less half handicap
Low Net Plus Putts	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
Middle Nine	Add scores of holes 6-14 (must play these holes)
Most Pars (Net)	Strokes where they fall, and count 1 point for each hole with a net par (or better) score
Mutt and Jeff	Total scores on par 3's and par 5's (must play these holes), less half handicap
Odd Holes	Score only odd holes (1,3,etc.), less half handicap
Oops Day	Two free mulligans, less full handicap (for posting add two strokes)
O.N.E.S.	Total of holes beginning with the letters <u>O</u> <u>N</u> <u>E</u> <u>S</u> , less half handicap
Ringer	A player's best gross and net score for each hole is tracked throughout the playing period (typically 6 months). The total of these best scores for all 18 holes determine the Ringer score. Awards are given at the end of the playing period for top gross and net Ringer scores. Flight groups are determined by the handicap at the end of the playing period.
Par 4's	Total of all par 4 holes (must play these holes), less half handicap
T's and F's	Score only holes 2, 3, 4, 5, 10, 12, 13, 14, 15, less half handicap
Tin Whistle	Count: 1 point for bogie; 2 points for par; 3 points for birdie; 4 points for eagle - apply strokes where they fall

12 Hole Elective	Select your 12 best holes, less half handciap
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PARTNERS	
Partners' Relay	Add one player's score on the front nine to the other player's back nine score, less half combined handicaps (select nines after play is complete)
Partners' Aggregate	Combined gross score of partners less combined handicaps
Partners' Eclectic	Select one best score of the twosome on each hole over 2 rounds, strokes where they fall (do not have to play both days)
Partners' Hi-Low	Use high handicapper's score on odd holes, low handicapper's score on even holes, less half handicap
Twosome Best Ball	Select one best ball of the two players on each hole (strokes where they fall)
FOURSOMES	
Foursome 345	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)
Foursome 2 Best Ball	On each hole add 2 lowest balls together (strokes where they fall)
Odd/Even	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 half combined handicaps
Pink Lady/Orange Ball 1 pink ball per 4some)	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)
Step Aside Scramble	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)
Waltz	1 best ball on 1st hole, 2 best balls on 2nd hole, 3 best balls on 3rd hole, repeat.