

**GAMES DESCRIPTIONS**

<b>INDIVIDUAL</b>	
<b>Ace of Aces - Gross</b>	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.
<b>Ace of Aces - Net</b>	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.
<b>Better Nine</b>	Choice of best nine (front or back) after play, less handicaps for those holes
<b>Binky Burdick Eclectic (major tournament)*</b>	One of our Major Tournaments. Individual three game (over 3 week) eclectic. Taking the best net score by hole over the three games.
<b>Blind Nine</b>	Nine holes to be drawn by committee after all have teed off, less handicaps for those holes
<b>Club Championship (major tournament)*</b>	Three rounds (gross and flighted) medal play competition
<b>Diamonds in the Rough</b>	Three best net Par 3's, three best net Par 4's and three best Par 5's. (net- less each hole's pops)
<b>Easy Nine</b>	Nine easiest holes (lowest handicapped holes)
<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 each holes HC (pops)
<b>Five and Four</b>	Add scores on the first five holes (#1 thru #5), and the last four holes less each hole's handicap (pops)
<b>Golfer's Delight</b>	<b>After play</b> , select your three worst holes (relative to par) and deduct from your gross score (play all holes) less handicap for the 15 best holes
<b>IF</b>	After play deduct <b>one</b> worst hole (relative to par) from your score, less handicap for the applicable 17 best holes
<b>Low Net</b>	Total score for 18 holes (play all holes), less handicap
<b>Middle Nine</b>	Add scores of holes 5-13 (must play these holes) less handicap for those holes

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<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 handicap (pops) for those holes
<b>Odd Holes</b>	Score only odd holes (1,3,etc.), less handicap (pops) for those holes
<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 handicap (pops) for those holes
<b>Ringer</b>	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.
<b>Par 4's</b>	Total of all par 4 holes (must play these holes), less handicap (pops) for those holes
<b>Presidents Cup (major tournament)*</b>	Bracket style tournament. Single loss elimination until only two players are left, then the winner is the President Cup Champ. Competition is hole by hole, net score match play. Each hole best net score is one point. If tie no score. The one with the most points wins the match.
<b>Select Nine</b>	AFTER PLAY, select your lowest nine net holes. Remember this is relative to Par so a 4 on a par 5 is lower thtn a par on a par 3. Total those nine hole scores for your game score.
<b>Stableford Net</b>	You get 1 point for a Net Par, 2 points for a Net Birdie, 3 points for a Net Eagle, 4 points for a Net Double Eagle, 5 points for a Net Triple Eagle or better.
<b>T's and F's</b>	Score only holes 2, 3, 4, 5, 10, 12, 13, 14, 15, less handicap (pops) for those scores
<b>Turkey Shoot</b>	Person with the lowest Net in the foursome wins. One winner per foursome
<b>12 Hole Elective</b>	Select your 12 best holes, less handciap (pops) for those holes

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<b>PARTNERS</b>	
<b>Beat the Champs</b>	Partner game - Alt Shot net score vs Champs (Club Champ & Sr. Champ. Must beat the Champs score
<b>Partners Alternate Shot</b>	Take turns every other hole for tee shot, then play alternate shots (each player) until you putt the ball in the hole.
<b>Partners' Aggregate</b>	Combined <b>gross</b> score of partners less combined handicaps

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<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>Twosome Best Ball</b>	Select one best ball of the two players on each hole (strokes where they fall)
<b>FOURSOMES</b>	
<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 based on HC per hole (pops) per player
<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) Must rotate Pink/Orange ball in player 1,2,3,4 order
<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>Scramble</b>	All players tee off, go to best drive and all players hit from this spot continue going to best shot or best putt until you hole out. Must hit the ball within one club length of original ball on the field and with a 2-3 inches on the green.
<b>Waltz</b>	1 best ball on 1st hole, 2 best balls on 2nd hole, 3 best balls on 3rd hole, repeat.

**\*Major Tournament Eligibility Requiements:**

Prior to Tournament Start Date:

- 1 Member for at least 4 months
- 2 Attend 2 General meetings in prior 12-month period
- 3 Serve as a Starter 2 times in prior 12-month period
- 4 Play at least 8 rounds in prior 12-month period