

T's and F's: Count only the holes that begin with "T" & "F" (2, 3, 4, 5, 10, 12, 13, 14, and 15). Each player to record her gross score on each hole, add her score together on the holes listed above and subtract 1/2 of her course handicap.

T.O.E.: Add your total score for all of the holes that start with a "T," an "O" or an "E" (1, 2, 3, 8, 10, 11, 12, 13, and 18). Subtract 1/2 of your course handicap from this total and that will be your score.

Three Blind Mice: Add your total score and subtract your full course handicap then deduct your 3 worst holes.



Three Gal Shamble: Players tee off. Pick best drive. All will play from within one club length of that ball, no closer to the hole. Then all players finish the hole individually. At least 3 drives must be used for each.

Throw Out Three: Subtract worst par 3, par 4, and par 5 from total score. Total remaining 15 holes and subtract 1/2 of your course handicap.

Trust Me: Before play begins, everyone notes on her card what they think their score will be on that day. Person predicting closest to their score wins.

Where's Cindy Lou: Create a 5th score card using best net score for each hole. Each player in the foursome must contribute at least 2 holes.