

Golf Games

TEAM GAMES

Alternate Shot (Ryder Cup)	Prior to the round you and your partner decide who will tee off on odd-numbered holes and who will tee off on the even-numbered holes. After that person tees off, you alternate shots until the ball is in the hole. Not GHIN compatible
Amigas	Two-person teams. Partners are decided on every hole and may change throughout the game. After all tee shots are made, the two balls that are closest together make up the first team. The other two players are team 2. All players finish the hole and the best net score from each team is compared. Partners with the lower best-ball score mark a dot under their score on the scorecard. At the end of the round, the player with the most dots is the winner,
Cha, Cha, Cha	Four-person teams, similar total handicaps. Each player of the team plays her ball throughout. A three-hole rotation exists for determining score. Hole #1 (Cha) - use one best ball net. Hole #2 (Cha, Cha) use 2 best balls low net. Hole #3 (Cha, Cha, Cha) use 3 best balls low net. Rotation starts over on 4th, 7th, 10th, 13th, and 16th holes. Low team score wins.
Daytona	Each team of two add their net scores together. Lowest number of the two is the first number on the scorecard. Example, Player A has a 4, player B has a 6. They score 46 for the hole. Pair a high and low handicapper.
Devil Ball/Pink Ball	Four-person teams. Two scores are combined to create one team score. One score is from the person playing the 'Devil Ball.' The 2nd score is the low ball of the other players - all adjusted for handicap. 'A' player has the 'Devil Ball' on holes 1, 5, 9, 13 & 17. B Player has the 'Devil Ball' on holes 2, 6, 10, 14, 18. C Player 3, 7, 11 & 15. D Player 4, 8, 12 & 16.
Eliminator	Four-person teams. Let's say that Peggy is the low-ball on the first hole. All players move on to Hole 2, but Peggy's score can't be used. The other three are eligible. On the second hole, Marcia is the low-ball. All players move on to Hole 3, but the scores of Peggy and Marcia and now ineligible; only Lenore and Risa have a chance to provide the team score. On No. 3, Lenore is the low score. And that leaves Risa - her score must be used on the fourth hole. On Hole 5, the rotation starts over. If two players tie, choose the score you will use and that player becomes ineligible until the rotation starts over.
Match Play	Two-person teams. Using full handicap, each team keeps track of holes won, lost or tied. Won (1 point), tied (.5 points), lost (0 points). Most points wins match. Flighted by combined handicap of both partners. USGA rules for order of play is used. See handout by Summer League President for rules.
Member/Member Best net ball	Low net ball of the team is used for the score.
Member/Member Match Play	Two-person teams - members choose their own partner. Using full handicap, each team keeps track of holes won, lost or tied. Won (1 point), tied (.5 points), lost (0 points). Most points wins match. Flighted by combined handicap of both partners.
Partners in Crime	Two-person teams. Players A&C keep a net score for all even holes and add both of their scores together. Players B&D keep a net score for all odd holes and add both scores together. Lowest A&C net score and lowest B&D score of entire group win.

TEAM GAMES CONTINUED	
Putt Putt	Four-person teams. On each hole, scoring is the total putts of all four players. Threesomes will get a blind draw after the round is complete.
Red, Yellow & Blue	Four-person teams. Red flag—count 1 NET Best ball. White flag—count 2 NET Best Balls. Blue flag—count 3 NET Best Balls.
Round Robin	Two-person rotating teams. In the foursome, you rotate playing partners every six holes so you play with everyone (Holes 1, 7, 13). Scores are similar to match play. The team with the lowest net score gets 1 point each for that hole. If a hole is tied, the point carries over to the next hole and you can win 2. Highest scoring player at the end wins. Prizes awarded for the winner in each foursome.
Scratch and Scramble	Two-person teams. Partners net scores are added and divided by two to obtain the team's score, rounding up or down. Pair high and low handicappers.
Six, Six, Six	Four-person teams. Holes 1-6 use two best balls net. Holes 7-12 use one best ball net. Holes 13-18 use three best balls net. Low team score wins. Full handicap, 2 Flights.
String Tournament	Four Person Teams with similar total handicap. Each person is given a piece of string in lieu of handicap strokes. The string is measured to allow 1 foot for each handicap stroke (max of 36). Ball may be advanced to a more favorable spot at any time, measuring the distance the ball was moved with the string and cutting the length used. When the string is used up, the player is on her own. The string may be used anywhere from tee to green, including making a putt. No Flights, NOT GHIN COMPATIBLE.
Team Match	Two-person teams of similar total handicap. Lowest two balls (net) on each hole are used until finished. Lowest score wins.
Team Scramble	Four-person teams. Each person must use two drives. Choose best ball after each shot until your team holes out. Drop your ball within a club length of where the original ball landed but no closer to the hole. Use similar total handicaps for each team. Using dotted cards, low scoring team wins. NOT GHIN COMPATIBLE
Turkey Shoot	Four-person teams. Team score is 2 NET Best Balls plus NET worst ball for each hole.
Two Man Relay	Two-person teams. Each team selects which nine holes each player will use for the team before teeing off first tee. Add each player's net for nine holes. Team with lowest score wins. Must include at least 2 par 3s, 5 par 4s and 2 par 5s. Teammates may not use the same holes.
Whack & Hack - not a favorite	Four-person teams of similar handicaps. Low and high scores on each hole are combined for a total. If someone gets a birdie or better (not net), then the two low ball scores are used. (2 Flights)

INDIVIDUAL GAMES

A Penny Here and a Penny There	Each player receives 18 pennies. If you are the only person to three putt, you have to give each player in your group one of your pennies. The person with the most pennies at the end wins. If you only have 1-2 pennies left, you give those to the player with the lowest putt on that hole.
Best Nine	Front or Back. 1/2 handicap. Flighted
Bingo, Bango, Bongo, Bazinga	Players must go in order of farthest from the hole. Bingo - 1st person on the green = 1 point. Bango - closest to the pin = 1 point (can be a putt from off the green). Bongo - 1st person in the cup. Bazinga - same person wins all three = 1 point. High points wins.
Bisque	Players can choose to take their handicap strokes at any time and on any hole. AFTER each hole you announce how many of your handicap strokes you will take with a birdie being the lowest you can take. When your handicap strokes are gone, your gross now counts as your score.
Blind Nine	Chairperson picks any nine holes - 1/2 handicap. Flighted
Chairman	The player with the lowest net score on each hole becomes the Chairman on the following hole. The Chairman can win the hole if he/she again has the lowest net score. The winner is the person who wins the most holes. If two players tie, no points are given and the current Chairman continues for the next hole. Pair by flights. (Use funny hats)
Chicago System	Players are assigned a quota to beat based on their handicap and earn points during the round. 10 handicap=29 pts. 11 handicap=28 pts. 12 handicap=27 pts., etc. Player with the most points over quota wins. Bogie=1 pt. Par=2 pts. Birdie=4 pts. Eagle=8 pts. Score card: 1st line should reflect the gross score. Second line should reflect Quota Points earned on that hole. See card in folder for the quotas based on handicap.
Club Championship	Low net tournament in flights. Low gross is overall champion.
Consecutive Three	Each player circles three consecutive holes on their scorecard. The net scores on these holes will be deducted from their score and the full handicap is used.
Crier's Tournament	Drop your worst hole on front and back; full handicap. Flighted
Criss Cross	Choose your nine holes score from either 1 or 10, 2 or 11, 3 or 12, etc. 1/2 handicap. Flighted
Dr. Dolittle	3+ putts = a snake (1 pt), hitting in a bunker = a camel (2 pts), Hitting in the water = a fish (3 pts), hitting a tree (not amongst the trees but hitting an actual tree) = a bear (4 pts), lost in the bushes = a rabbit (5 pts). Lowest score is the winner.
Easy Does It	Nine Easiest Holes. 1, 5, 6, 8, 10, 11, 13, 14, 17. 1/2 handicap - flighted
Eclectic Tourney	Two week tournament. Compare your best score on each hole for both weeks and take the best one. Flighted.
Even Numbers	Add up even numbered holes and use 1/2 handicap. Flighted
F.O.N.E.	Holes starting with those letters. 1, 4, 5, 8, 9, 11, 14, 15, 18. 1/2 handicap - flighted

INDIVIDUAL GAMES CONTINUED	
Fives & Threes	Par 3's DO NOT COUNT. Tee off. In fairway=5 pts. Anywhere else=3 pts. Putt. Subtract your putts from the 5 or 3 for your score. Chip ins would subtract 0. No negative numbers. Most points wins.
Go for the Gold!	Full handicap; scores will not be posted. No flights.
Hard Nine	1/2 of Handicap. 2, 3, 4, 7, 9, 12, 15, 16, 18. Flighted
Hate 'Em	Choose three holes you hate and give yourself a par before the round starts. One par three, one par four, and one par 5. At the end of the round, add up strokes. Low player wins, full handicap. Flighted.
Hogan	Drive in fairway=1 point. Green in regulation=1 point. One putt=2 points. 2 putt=1 point. Birdie/Eagle based on handicap=2 points extra points. Most points wins
If Only	Throw out your two worst holes. Use 1/2 handicap for scoring. Example: your gross score for 18 holes is 92, your two worst holes total 12 and your handicap is 17. This would mean 92 minus 12 minus 8.5 = 71.5 net score. This should eliminate the 19th hole expression, "If only I hadn't hit two balls out of bounds, I would have won this event!"
Individual Handicap Versus Par	Player plays 18 holes against par, using the handicap strokes. The winner is the player most 'up' on par at the finish. Example: Lorie's handicap is a 14. Par of 72 + 14 = 86. She shoots a 84. She is 2 'up' on par. Angela's handicap is 25. Par of 72 + 25 = 97. She shoots a 92. She is '5' up on par.
Lagging	After everyone gets on the green and regardless of the number of strokes, the player closest to the hole gets 3 points, the next player closest to the hole gets 2 points, the next player closest to the hole gets 1 point and the player farthest from the hole gets 0 points. High total wins.
Litter Box	Count sand shots and number of putts ON the green. Low score wins.
Low Net	Played in flights, the lowest net score wins.
Luck of the Draw	Play your own game. When finished draw your partner's name out of the hat. Total net score of you and your partner.
Most 3s, 4s, 5s	Use full handicap. Prizes awarded to players scoring the most net 3s, the most net 4s and the most net 5s.
Mutt & Jeff	Only use your net score on par 3s & par 5s.
N.O.S.E.	Holes starting with those letters. 1, 6, 7, 8, 9, 11, 16, 17, 18. 1/2 handicap. Flighted
NASSAU	Front total. Back total. 18 hole total. Handicaps used. Prizes awarded for best first nine, best second nine and best 18 holes. Flighted
Odd Numbers	Add up odd numbered holes and use 1/2 handicap. Flighted.
Odd/Even	Add front odd holes and back even holes - 1/2 handicap. Flighted
ONE's	Play regular game. Only the handicapped scores for the holes that begin with O, N, E & S will count.

Oozles & Fozzles Variation	Oozles are good and Fozzles are bad. Once you are on the green, if you putt in two or less, you earn an Oozle point. If you putt in three or more, you had a Fozzle and you deduct a point. Most points wins. Points are kept separate from your score.
Split 6 or Split 8	For threesomes (Split 6), winning a hole (low net is used) is worth 4 points and the second-best score is worth two points. If there is a tie, points are split evenly, 2-2-2. The player with the most points at the end of the round is the winner. Foursomes, lowest score is 5, then 3 for second lowest based on net. Ties are 2-2-2-2 or 5, 1, 1, 1 or 4, 2, 2, 1 or 4, 2, 1, 1
Tee to Green	Player only counts the total gross strokes it takes to get on the green (no putts). Flighted.
The Price is Right	When you pay your fees, you will guess what your overall gross score will be. Closest to the guess wins a trip to Bermuda, a shiny new car and ... just kidding. Top three guesses win.
Twelve Hole Elective	Play your regular game, applying your handicap. At the end of the round select your best 12 holes. Lowest scores win. Flighted.