

# Golf Games

| <b>Golf Games</b>                   |  |
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| <b>INDIVIDUAL</b>                   |  |
| <b>Best Nine</b>                    | Front or Back. 1/2 handicap. Flighted  |
| <b>Bingo, Bango, Bongo, Bazinga</b> | 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.   |
| <b>Blind Nine</b>                   | Chairperson picks any nine holes - 1/2 handicap. Flighted  |
| <b>Chicago System</b>               | 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. |
| <b>Club Championship</b>            | Low net tournament in flights. Low gross is overall champion.  |
| <b>Crier's Tournament</b>           | Drop your worst hole on front and back; full handicap. Flighted  |
| <b>Criss Cross</b>                  | Choose your nine holes score from either 1 or 10, 2 or 11, 3 or 12, etc. 1/2 handicap. Flighted  |
| <b>Easy Does It</b>                 | Nine Easiest Holes. 1, 5, 6, 8, 10, 11, 13, 14, 17. 1/2 handicap - flighted  |
| <b>Eclectic Tourney</b>             | Two week tournament. Compare your best score on each hole for both weeks and take the best one. Flighted.  |
| <b>Even Numbers</b>                 | Add up even numbered holes and use 1/2 handicap. Flighted  |
| <b>Fives &amp; Threes</b>           | Par 3's DO NOT COUNT. Tee off. In fairway=5pts. 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.   |
| <b>F.O.N.E.</b>                     | Holes starting with those letters. 1, 4, 5, 8, 9, 11, 14, 15, 18. 1/2 handicap - flighted  |
| <b>Go for the Gold!</b>             | Full handicap; scores will not be posted. No flights.  |
| <b>Hate 'Em</b>                     | 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.  |
| <b>Hogan</b>                        | Drive in fairway=1 point. Green in regulation=1 point. One putt=2 points. 2 putt=1 point. Birdie based on handicap=2 points.   |

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| <b>If Only</b>                        | 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 $92 - 12 - 8.5 = 71.5$ 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!" |
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| <b>Individual Handicap Versus Par</b> | 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.                                       |
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| <b>Litter Box</b>                     | Count sand shots and number of putts ON the green. Low score wins.  |
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| <b>Low Net</b>                        | Played in flights, the lowest net score wins.   |
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| <b>Luck of the Draw</b>               | Play your own game. When finished draw your partner's name out of the hat. Total net score of you and your partner.   |
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| <b>Most 3s, 4s, 5s</b>                | Use full handicap. Prizes awarded two deep to players scoring the most net 3s, the most net 4s and the most net 5s.   |
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| <b>NASSAU</b>                         | Front total. Back total. 18 hole total. Handicaps used. Prizes awarded for best first nine, best second nine and best 18 holes. Flighted  |
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| <b>N.O.S.E.</b>                       | Holes starting with those letters. 1, 6, 7, 8, 9, 11, 16, 17, 18. 1/2 handicap. Flighted  |
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| <b>Odd Numbers</b>                    | Add up odd numbered holes and use 1/2 handicap. Flighted.   |
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| <b>Tee to Green</b>                   | Player only counts the total gross strokes it takes to get on the green (no putts). Flighted.   |
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| <b>Twelve Hole Elective</b>           | Play your regular game, applying your handicap. At the end of the round select your best 12 holes. Lowest scores win. Flighted.   |

| <b>TEAM</b>                     |  |
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| <b>Cha, Cha, Cha</b>            | Four Person Team, 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.   |
| <b>Colored Ball</b>             | 4-Person teams. Each player is assigned a color. 4-5 holes are marked for each player using their color. Add the scores in the colored squares of the scorecard for the team total. Ex. Carol is orange and her score on holes 5, 9, 13 and 17 will count towards the team total.  |
| <b>Devil Ball</b>               | 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.  |
| <b>Match Play</b>               | 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.   |
| <b>Member/Member Match Play</b> | 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.  |
| <b>Partners in Crime</b>        | 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.   |
| <b>Pink Ball</b>                | Each foursome plays with one pink ball. Player 1 on 1st hole, player 2 on 2nd, etc. Winner is the lowest combined score of the pink ball.  |
| <b>Scratch and Scramble</b>     | Two Person Teams. Partners scores are added and divided by two to obtain the team's score. Pair high and low handicappers.   |
| <b>Six, Six, Six</b>            | 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.  |
| <b>String Tournament</b>        | 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 |

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| <b>Team Match</b>       | Four Person Teams of similar total handicap. Lowest handicap in group becomes a '0' handicap. Others are adjusted accordingly. Lowest score on each hole is used until finished. Lowest score wins.   |
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| <b>Team Scramble</b>    | Four Person Teams. Each person must use two drives. Choose best ball after each shot until your team holes out. Use similar total handicaps for each team. Using dotted cards, low scoring team wins.   |
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| <b>Two Man Relay</b>    | 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. |
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| <b>Whack &amp; Hack</b> | 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)   |
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