

# Game Descriptions

Updated 1/8/21

**ALTERNATE COUNTRY (NET):** Choose a net score from hole 1 or 10, 2 or 11, 3 or 12, etc., ending with nine net holes for your score. Nine-hole players, keeping the net score from 1 or 6, 2 or 7, 3 or 8, 4 or 9 and 5 ending with five net holes for your score. Strokes taken where they fall with course handicap. **H-R-T-1**

**ALTERNATE SHOT:** Two players play as partners playing one ball. One of the partners tees off and the other partner hits the next shot. The partners continue to alternate shots until the ball is holed. Course Handicap Allowance: Player A is allowed 60% of her course handicap; Player B is allowed 40% of her course handicap. The Committee may specify which player plays from the odd or even numbered holes. Scores are not posted for handicap purposes or eligible for Ringer Board. **T**

**BEAT THE PRO (NET):** An 18-hole or 9-hole gross score minus your course handicap that is lower than the Pro's gross score. **H-R**

**BEST SIDE (NET):** A nine hole net score, front nine or back nine. For Nine-hole players: A net score for holes 1 through 5 or 5 through 9. Strokes taken where they fall with course handicap. **H-R-T-1**

**BLIND HOLES (NET):** The nine holes to score are selected in a blind draw after rounds are completed. For Nine-hole players: The five holes to score are selected in a blind draw after rounds are completed. Strokes taken where they fall with course handicap. **H-R-G**

**CHA-CHA-CHA:** 3 or 4 player teams with each player teeing off. (1) Select one net ball to count on Hole #1. (2) Select two net balls to count on Hole #2. (3) Select three net balls to count on Hole #3. Repeat the process throughout the 9 or 18 holes. Strokes taken where they fall with course handicaps. **H-R-T (based on team score)**

**CHAPMAN:** Two players play as partners, each player teeing off and each playing the partner's ball for the second shot. After the second shot, partners select the ball with which they wish to score, and play that ball alternately to complete the hole. Course Handicap Allowance: Player A is allowed 60% of her course handicap; Player B is allowed 40% of her course

handicap. Scores are not posted for handicap purposes or eligible for Ringer Board. **T**

**CIRCLE ANY HOLE (GROSS):** Choose any nine gross scores after rounds are completed. For Nine-hole players: Choose any five gross score after rounds are completed. **H-R-T-1**

**CIRCLE ANY HOLE (NET):** Choose any nine net scores after rounds are completed. For Nine-hole players: Choose any five net score after rounds are completed. Strokes taken where they fall with course handicap. **H-R-T-1**

**CRISS CROSS (GROSS):** Choose a gross score from 1 or 18, 2 or 17, 3 or 16, etc., ending with nine gross holes for your score. Nine-hole players, keeping the gross score on hole 5, choose a gross score from 1 or 9, 2 or 8, 3 or 7, and 4 or 6. **H-R-T-1**

**CRISS CROSS (NET):** Choose a net score from 1 or 18, 2 or 17, 3 or 16, etc., ending with nine net holes for your score. Nine-hole players, keeping the net score on hole 5, choose a net score from 1 or 9, 2 or 8, 3 or 7, and 4 or 6. Strokes taken where they fall with course handicap. **H-R-T-1**

**DIVINE NINE (FIVE) (NET):** Create a 9 hole net score consisting of two par 3s, five par 4s and two par 5s. Nine-hole players create a net score from one par 3, three par 4s and one par 5. Strokes taken where they fall with course handicap. **H-R-T-1**

**DIVINE NINE (FIVE) WITH A TWIST (NET):** Create a 9 hole net score consisting of one par 3, two par 4s and one par 5 from each 9 hole course, and one more par 4 from either 9 hole course. For Nine-hole players: Create a net score consisting of two par 3s, two par 4s and one par 5. Strokes taken where they fall with course handicap. **H-R-T-1**

**ECLECTIC:** Choose one net hole score for each hole when playing the same nine hole course twice resulting in one 9 hole net score. Strokes taken where they fall with course handicap. **H-R-T (Starting with First Nine Hole Course)-1**

**EVEN HOLES (NET):** Net score on even numbered holes. Strokes taken where they fall with course handicap. **H-R-G-1**

**FLORIDA SCRAMBLE:** Three or four players play as partners, each player teeing off. Partners select the ball with which they wish to score and except the one player whose ball was chosen, the remaining partners play the next shot. Position is marked, and the remaining balls are played within one foot of this mark (may be placed by hand). Continue this format for each subsequent shot. On the green, putts must be made from the exact spot of the ball selected. The Committee may specify that teams must use two or more drives of each player. Course Handicap Allowance: 10% of Combined Course Handicaps. Scores are not posted for handicap purposes or eligible for Ringer Board. **T**

**HATE 'EM #1:** Before teeing off choose three holes and write down par. The three holes must be comprised of one par three, one par four, and one par five. At the end of the round add up your remaining gross scores including the three Hate 'Em pars, then deduct your course handicap. **H-R-T (based on actual hole score)**

**HATE 'EM #2:** Before teeing off choose three holes comprised of one par three, one par four, and one par five. These three holes will not count toward your total score. At the end of the round add up your net scores (strokes taken where they fall with course handicap) on the remaining 15 holes (6 holes for Nine-hole players). **H-R-T (based on actual hole score)**

**HODGEPODGE (NET):** Choose three net scores from the front nine, three net scores from the back nine and from the remaining 12 holes choose the three highest net scores for a total 9 hole score. For Nine-hole players: Choose 3 net scores and from the remaining 6 holes choose the two highest net scores for a total 5 hole score. Strokes taken where they fall with course handicap. **H-R-T-1**

**Is OF TEXAS (NET):** Net scores for holes that have the letter "I" in the spelling of the hole number (5, 6, 8, 9, 13, 15, 16, and 18). Nine-hole players: Net scores for holes 5, 6, 8 and 9. Strokes taken where they fall with course handicap. **H-R-G-1**

**JOKER STABLEFORD (GROSS):** Before play each player circles one hole on the front and one hole on the back. For Nine-hole players, circle one hole. The scoring in Stableford is made by points awarded in relation to a fixed score at each hole but the previous circled "Joker" hole(s) will count for double points. Points are awarded as follows: 1 point for bogey,

2 points for par, 3 points for birdie and 4 points for eagle. For Nine-hole players: 1 point for double bogey, 2 points for bogey, 3 points for birdie and 4 points for eagle. The winner is the player who scores the highest number of points. **H-R-T-1**

**JOKER STABLEFORD (NET):** Before play each player circles one hole on the front and one hole on the back. For Nine-hole players, circle one hole. The scoring in Stableford is made by points awarded in relation to a fixed score at each hole but the previous circled "Joker" hole(s) will count for double points. Points are awarded as follows: 1 point for net bogey, 2 points for net par, 3 points for net birdie and 4 points for net eagle. For Nine-hole players: 1 point for net double bogey, 2 points for net bogey, 3 points for net birdie and 4 points for net eagle. The winner is the player who scores the highest number of points. **H-R-T-1**

**JOKERS WILD (NET):** 3- 4 player team with each player teeing off. According to course handicap with player A being Spades, B player being Hearts, C player being Diamonds, and D player (if 4 player team) being Clubs. After finishing each hole proceed to the next tee box where two playing cards will be posted. These are the two net hole scores you will take. If one of the cards is a Joker, it is wild so you can use any score. It is possible that one suit will be displayed twice, i.e. two diamonds. In that case, the diamond player's net score is doubled to count as the team score. Course Handicap Allowance: 90% of each player's course handicap. **H-R-T (based on team score)**

**KICKER:** After play, eliminate three gross scores and substitute par scores. No more than two holes may be eliminated from either front or back nine. Add the remaining net hole scores with strokes taken where they fall with course handicap including the three substituted par scores. For Nine-hole players, eliminate two gross scores and substitute par scores. Add the remaining net hole scores with strokes taken where they fall with course handicap including the two substituted par scores. **H-R-T (based on actual hole score)**

**LOW GROSS/LOW NET:** Gross score minus course handicap for net score. **H-R-T**

**LOW NET:** Gross score minus course handicap. **H-R-T**

**LOW NET PLUS PUTTS:** Record your gross score and the total number of putts made for each hole. At the end of play subtract your course handicap from your total gross score, then add the number of total putts to the total net score. Only those strokes made from the putting green are counted as putts. **H-R-T (based on net score only)**

**LOW PUTTS:** Record the number of total putts for each hole. Only those strokes made from the putting green are counted as putts.

**MIDDLE NINE (NET):** Net scores on holes 5-6-7-8-9-10-11-12-13. Nine-hole players: Net scores on holes 3-4-5-6-7. Strokes taken where they fall with course handicap. **H-R-G-1**

**MUTT & JEFF (NET):** Net score for par 3s and par 5s. Strokes taken where they fall with course handicap. **H-R-G-1**

**ODD HOLES (NET):** Net score on odd numbered holes. Strokes taken where they fall with course handicap. **H-R-G-1**

**ODDS OR EVENS (NET):** Before teeing off choose either odd or even numbered holes. Net score with strokes taken where they fall with course handicap. For Nine-hole players, before teeing off chose either odd or even numbered holes and add one more net hole score (odd or even numbered hole). Net score with strokes taken where they fall with course handicap. **H-R-T-1**

**1-2-3 (NET):** 3 or 4 player teams with each player teeing off. Score one net ball on par 5s, two net balls on par 4s and three net balls on par 3s. Strokes taken where they fall with course handicaps. **H-R-T (based on team score)**

**O.N.E.S. (NET):** Only holes beginning with the letters "O," "N", "E" and "S" will be counted. Net score for holes 1, 6, 7, 8, 9, 11, 16, 17 and 18. For Nine-hole players: Net score for holes 1, 6, 7, 8 and 9. Strokes taken where they fall with course handicap. **H-R-G-1**

**PAR FOURS (NET):** Net score on par 4s. Strokes taken where they fall with course handicap. **H-R-G-1**

**RED, WHITE, AND BLUE SCRAMBLE:** 3 or 4 player teams. Team selects one of the tee shots. Position is marked, and all balls are played

within one foot of this mark (may be placed by hand). Each subsequent shot is made in this manner. On the green, all putts must be made from exact spot of the ball selected. The Committee may specify that teams must use two or more drives of each player. Course Handicap Allowance: Three Player Teams: Player A 25%, Player B 15%, Player C 10%; Four Player Teams: Player A 20%, Player B 15%, Player C 10%, Player D 5%. Scores are not posted for handicap purposes or eligible for Ringer Board. Version #1 (3 Player Team Only): Player A plays from the blue tees, Player B plays from the white tees and Player C plays from the red tees. Version #2 (3 or 4 player teams): Players play par 3s from the red tees, par 4s from the white tees and par 5s from the blue tees. Version #3 (3 or 4 player teams): Players play par 5s from red tees, par 4s from the blue tees and par 3s from the white tees. **T**

**SCRAMBLE:** 2-4 Player Teams with each player teeing off. Team selects one of the tee shots. Position is marked, and all balls are played within one foot of this mark (may be placed by hand). Each subsequent shot is made in this manner. On the green, all putts must be made from exact spot of the ball selected. The Committee may specify that teams must use two or more drives of each player. Course Handicap Allowance: Two Player Teams: Player A 35%, Player B 15%. Three Player Teams: Player A 25%, Player B 15%, Player C 10%; Four Player Teams: Player A 20%, Player B 15%, Player C 10%, Player D 5%. Scores are not posted for handicap purposes or eligible for Ringer Board. **T**

**SHAMBLE:** 2-4 Player Teams with each player teeing off. The players select one of the tee shots. Position is marked and all balls are played from that spot (placing the ball on that spot) with each player completing the hole with their own ball. The Committee may specify that teams use two or more drives of each player. Scoring is the combined net score per hole as the team score. Course Handicap Allowance: 100% of course handicap of each player. Scores are not posted for handicap purposes or eligible for Ringer Board. **T**

**SIX-SIX-SIX (THREE-THREE-THREE):** Two Player teams. Six (three) holes as Scramble (each player teeing off), six (three) holes as Alternate Shot, and six (three) holes as Better Ball. The Committee may specify that teams use two or more drives of each player for the Scramble format. The Committee may specify which player plays from the teeing ground for the Alternate Shot format. Six (three) holes Better Ball played with strokes taken where they fall with course handicaps. Course Handicap

Allowance for the Scramble and Alternate Shot: Scramble: Player A 35%/3, Player B 15%/3. Alternate Shot: Player A 60%/3, Player B 40%/3. Scores are not posted for handicap purposes or eligible for Ringer Board. **T**

**STABLEFORD (GROSS):** The scoring in Stableford is made by points awarded in relation to a fixed score at each hole. Points are awarded as follows: 1 point for bogey, 2 points for par, 3 points for birdie, and 4 points for eagle. For Nine-hole players: 1 point for double bogey, 2 points for bogey, 3 points for par, 4 points for birdie, and 5 points for eagle. The winner is the player who scores the highest number of points. **H-R-T-1**

**STABLEFORD (NET):** The scoring in Stableford is made by points awarded in relation to a fixed score at each hole. Points are awarded as follows: 1 point for net bogey, 2 points for net par, 3 points for net birdie and 4 points for net eagle. For Nine-hole players: 1 point for net double bogey, 2 points for net bogey, 3 points for net par, 4 points for net birdie and 5 points for net eagle. The winner is the player who scores the highest number of points. Strokes taken where they fall with course handicaps. **H-R-T-1**

**SWEET AND SOUR:** Choose the highest gross hole score and from the remaining 17 holes choose eight net hole scores for a total 9 hole score. For Nine-hole players: Choose the highest gross hole score and from the remaining 8 hole scores choose four net hole scores for a total 5 hole score. Strokes taken where they fall with course handicap. **H-R-T**

**TEN (NET):** Only holes beginning with the letters "T," "E" and "N" will be counted. Net score for holes 2, 3, 8, 9, 10, 11, 12, 13 and 18. For Nine-hole players: Net score for holes 2, 3, 8 and 9. Strokes taken where they fall with course handicap. **H-R-G-1**

**THREE BLIND MICE (GROSS):** After play deduct any three gross hole scores from total gross score. **H-R-T**

**THREE BLIND MICE (NET):** After play deduct any three net hole scores from total net score. Strokes taken where they fall with course handicap. **H-R-T**

**THREE-TWO-ONE (NET):** (This game is like Cha-Cha-Cha but in reverse.) 3 or 4 Player teams with each player teeing off. (1) Select three net balls to count on Hole #1. (2) Select two net balls to count on Hole #2.

(3) Select one net ball to count on Hole #3. Repeat the process throughout the 9 or 18 holes. Strokes taken where they fall with course handicaps. **H-R-T (based on team score)**

**Ts and Fs (NET):** Only holes beginning with the letters "T" and "F" will be counted. Net score for holes 2, 3, 4, 5, 10, 12, 13, 14 and 15. For Nine-hole players: Net score for holes 2, 3, 4 and 5. Strokes taken where they fall with course handicap. **H-R-G-1**

**Notes:**

**H** - Adjusted gross scores are posted for handicap purposes.

**R** - Gross scores are eligible for Ringer Board.

**T** - Ties broken by score card playoff starting with the #1 handicapped hole. Gross ties are broken by the gross score; net ties are broken by the net score.

**G** - Ties broken by score card playoff starting with the lowest handicapped hole applicable to the game. Gross ties are broken by the gross score; net ties are broken by the net score.

**1** - A player may pick-up on one hole, continue play and have her remaining hole scores qualify for Ringer Board and winnings for that day if that hole does not pertain to the game of the day. On the hole on which the player picks up, the score card must indicate the player's most likely score, not to exceed the player's Equitable Stroke Control Limit. This most likely score must be preceded by an "x."