

Explanation of Games

WEEKLY GAMES: Members playing on Tuesdays are not required to enter the Weekly Games.

ABCD SWEET & SOUR: Each player counts 8 best holes and 1 worst hole less one-half handicap.

BEST BALL OF FOURSOME: Use handicap strokes where they fall on the card. The lowest ball of the foursome is the team score.

BETTER NINE: Front or Back nine holes, whichever is better less one-half handicap.

BLIND NINE: Front or back nine holes, whichever is designated by the Pro Shop, unknown until after you have played, less one-half handicap.

BLIND PARTNERS: Players may play with any one of their choice. However, PARTNERS are not drawn until the last group has teed off. (Blind draw). The winner is the team with lowest ball score.

CIRCLE NINE: Circle any nine holes of your choice before play. Total these holes and subtract one-half handicap.

CRIERS: Select the two worst holes and revert them back to par.

CRISS CROSS: Best nine holes; one or ten, two or eleven, three or twelve, etc. Subtract one-half handicap.

CROSS COUNTRY: Best nine holes; 1 or 18, 2 or 17, etc. Total the score and subtract one-half handicap.

DR. PEPPER: Deduct gross score for holes 2, 4 and 10 from total Gross score.

DUFFERS DELIGHT: Deduct score on holes 6 and 17 from Net.

Explanation of Games (Cont.)

EASY DOES IT: Count the 9 lowest handicap holes and deduct one-half handicap.

EVEN HOLES: 2, 4, 6, 8 etc. and subtract one-half handicap.

FIVE & FOUR: 1st 5 holes (1-5) & last 4 holes (15-18) less ½ handicap

FOOT IN THE BUCKET: Best ball of the foursome used on each hole. However, a player is not eligible for scoring again until three players balls have been used. No specific order of players.

GOLFER'S DELIGHT: After play, select your three worst holes and deduct from your gross score.

HATE'EM: Before play, circle a par 3, a par 4 and a par 5 you really hate. Record the actual score but at the end give yourself a par on each of the circled holes.

MAJOR MINOR: Partners Net score added together and divided by 2.

MIDDLE NINE: Total of holes 6 through 14 less one-half handicap.

NET MINUS PUTTS: Deduct putts from Net score.

MOST NET PARS OR BETTER: Players receive one point for each net Par and 2 points for each birdie or better. Most points wins.

MUTT & JEFF: Total scores on all par 3's and par 5 's subtract one-half handicap.

Explanation of Games (Cont.)

NASTY GIRLS: Deduct 3 worst holes from Net.

NOSE: Total score of all holes beginning with the letters N O S E, less one-half handicap .

ODD - EVEN: (Leap Frog) Two players are selected to play odd holes while the other two players play even notes. In each case the better ball of the two players is used.

ODD FELLERS: Net less the total of the worst 3 par, worst 4 par and worst 5 par.

ODD HOLES: 1, 3, 5, 7, etc., less one-half handicap.

ONE BIG RAT: Net plus one worst hole.

ONES: Total scores on all holes beginning with O N E S, subtract one-half handicap.

PAR FOURS: Total scores on all Par 4's and subtract one-half handicap.

PARTNERS' AGGREGATE: Combined gross score of partner's less combined handicap.

PARTNERS' ECLECTIC: Select one best score of the twosome on each hole over two rounds, strokes where they fall. (Do not have to play both days).

Explanation of Games (*Cont.*)

PARTNERS' HI-LOW: Use the higher handicapper's score on odd holes, lower handicapper's score on even holes, less half handicap

PARTNERS' RELAY: Add one player's score on the front nine to the other player's back nine score, less half combined handicaps

POKER: Net plus the five lowest scoring holes.

RED, WHITE and BLUE: Players start by playing hole 1 from the red tees. Hole two is played from the white tees and hole three is played from the blue tees. Play continues through 18 holes in the same rotation.

SCRATCH AND SCRAMBLE: (Twosome) On each hole, Partners gross scores are added and divided by 2 to obtain team score. Deduct one-half the combined handicaps for the Net score.

STEP ASIDE SCRAMBLE: All in foursome tee off. Player whose ball is selected "steps aside" and other 3 players hit the next shot. Players of next ball selected steps aside and remaining players hit (Continue through the green).

6 - 6 - 6: One BB on the first 6 holes, 2 BB on the next 6 holes and 3 BB on the last 6 holes.

THREE PAR DELIGHT: Net score minus total score on all Par 3 's.

3 - 3 - 3: Three best three pars, three best four pars, three best five pars and subtract one-half handicap.

Explanation of Games (*Cont.*)

T'S AND F'S: Total of holes that begin with the letter T and the letter F (2,3,4, etc.) Subtract one-half handicap.

TEE TO GREEN: Net score minus all putts.

THREE BLIND MICE: Net less three worst holes.

TOE: Total score of all holes beginning with the letters T.O.E. less one-half handicap.

TWOSOME BEST BALL: Select one best ball of the two players on each hole (scores where they fall).

TRICK & TREAT: Tee up from tee to green, Free drop out of bunker and water.

WALTZ: Foursomes play 1 best ball on 1st hole, 2 best balls on 2nd hole, 3 best balls on 3rd hole, repeat.

Explanation of Tournaments

CLUB CHAMPIONSHIP: Gross score tournament determined by two out of three day total gross played over three consecutive play days.

President's Cup: Low net Tournament determined by a two day total net score played over two consecutive play days