

## Description of Golf Games

### **Toss Out 3 Worst Holes**

At the end of the round, each player subtracts the total of his/her three worst holes from the total gross score. The player's handicap is subtracted from the gross score. Low net score wins the game.

### **Criers Competition**

After the round, each player circles his/her two worst holes. The score on those two holes reverts to par. Scores are then totaled. Low net score wins the game.

### **Blind Partners**

After the round, partners will be drawn from a hat. Partners' net scores will be added together. Low net score wins the game.

### **Count Ts and Fs**

Gross scores on holes beginning with T or F (two, three, four, five, ten, twelve, thirteen, fourteen, fifteen) will be totaled. Handicaps will be subtracted from the total. Low net score wins the game.

### **Total Odd Holes**

Gross scores on odd holes will be counted. Low net score wins the game.  
Low Net scores will be totaled. Low net score wins the game.

### **Count Par 4s Only**

Net score on Par 4s will count for the game score. Low net score wins the game.

### **Low Gross**

Keep total strokes for each hole. Low gross score wins the game.

### **Total Even Holes**

Keep total strokes for each hole. Only even holes will be counted for game results. Low net score wins the game.

### **Count Your Putts (low)**

Keep total strokes for each hole and record putts below the total on the scorecard. Low gross putts wins the game.

### **Tee to Green**

Add the number of strokes taken from tee to green. Count putts separately. Low gross tee to green strokes wins the game.

### **Blind Holes**

After everyone is on the course, two holes are drawn from a hat. At the end of the round, the score each player takes on the blind holes is deducted from his/her score. Handicap is then subtracted. Low net score wins the game.

### **Guess Your Total Putts**

Before teeing off, guess how many putts you will have during the round. Write that number on the scorecard and circle. Best guess wins.

### **Most 5s on the Scorecard**

The person with the most 5s on the Scorecard wins the game.

### **Sweet 16**

Throw out one hole each side. Use full handicap.

### **Play the Middle**

Count only holes 6-14. Use half handicap.

### **Tombstone**

Keep a running score. When the total equals course par plus handicap you "die". Place a tombstone on that hole and note the stroke. The golfer who goes the farthest wins. Example: 72+26 handicap =98.

### **Sweet and Sour**

Count the four best holes on the front with the four best holes on the back. Total and add in the worst hole overall. Subtract half the handicap.

### **15**

Throw out score on one par 3, one par 4 and one par 5. Subtract handicap, low net wins.

### **O.N.E.S (1,6,7,8,9,11,16,17,18)**

Enter Scores for holes one, six, seven, eight, nine, eleven, sixteen, seventeen and eighteen. Use half of handicap. Low net wins.

**Lone Ranger** – The golfers are assigned teams using an A, B, C, D designation.

Golfers are listed on the

scorecard in that order. Hole #1 is the designated hole for all A golfers. It is highlighted and must be one of the scores used on that hole. Hole #2 is the designated hole for B players. The four golfers rotate being the Lone Ranger. This is a great way to make sure that everyone has a score that counts. To review, the holes are marked as such:

Golfer A – Holes #1, 5, 9, 13, 17

Golfer B – Holes # 2, 6, 10, 14, 18

Golfer C – Holes # 3, 7, 11, 15

Golfer D – Holes #4, 8, 12, 16

Two scores count on each hole – the Lone Ranger’s net score plus the lowest net score of the remaining three members of the team. This is difficult with both new members and an unequal number of extremely high handicaps on each team.

**Pink Ball** – Each player plays their own ball and one plays the pink ball, each player takes turn in playing pink ball. The pink ball score plus the best of the other three counted for each hole. The lowest aggregate score and the lowest pink score take the money. Mind you, if you lose the pink ball, you are out!

**Las Vegas Scramble** is a 4-person golf format that mixes a standard scramble with the luck of a 6-sided die. Each player is assigned a number (1-4). After all players tee off, the die is rolled; if 1-4 appears, that player’s drive must be used. Rolling a 5 or 6 allows the team to choose the best drive. Then everyone scrambles in to finish hole. Low score wins. Need to purchase foam dice for as many foursomes you have.