

WEEKLY GAMES

1-2-3 Score one best net ball on par 5's; two best net balls on par 4's; three best net balls on par 3's. Add together for team score.

3-2-1 by hole # Score three net best balls on holes 1 thru 6; two net best balls on holes 7 thru 12; one net best ball on holes 13 thru 17; four net best balls on hole 18.

3-2-1 Score three net best balls on par 3's, two net scores on par 4's, one net score on par 5's.

3-2-1 Roll'em After play is finished, roll the dice to determine which player score to use. #5 and #6 on the dice are blacked out. #1 is player A, #2 is player B etc. 3 scores on par 3's, two on par 4's, 1 on par 5's.

3's and 4's Count net scores on par 3's and par 4's for team score.

2 Low Nets: Score two net best balls on each hole. Add together for team score.

30/40 Use 30 net scores relative to par if threesome or 40 net scores relative to par if foursome. Must select the holes after playing the hole but prior to teeing off on the next hole. Must use 30 or 40 scores, no more or no less!

Beat the Pro: Stroke play; players net score versus pro's gross score.

Best 9 or Criss/Cross: For all 18 holes, record the two lowest net balls per hole in relation to par. For example; net bogey = +1, net par = 0, net birdie = -1. At the end of the round compare the front 9 holes with the corresponding back 9 holes and circle the lower score for the holes being compared.

1 or 10	4 or 13	7 or 16
2 or 11	5 or 14	8 or 17
3 or 12	6 or 15	9 or 18

Once you have done this, you will end up with a 9 hole team score for the round. Remember to calculate net over or under par on the holes.

HOLE	1	2	3	4	5	6	7	8	9		10	11	12	13	14	15	16	17	18		
Two Low Net	-1	+2	-2	-2	0	-1	+2	+1	0		-2	0	-1	-1	-2	-1	0	+1	-1		-9

Circle 10: Circle 10 holes before play begins and those 10 net scores count towards team score. Must use stableford scoring or relative to par unless all teams use same 10 holes.

Flip/Flop: After play is finished, flip a coin for each hole. Heads is best and tails is worst. 2 best/worst net scores on each hole or the coin flip could be player 1 & 2 scores or player 3 & 4 scores.

Individual Net Points or Individual Stableford: Individual competition. Points are accumulated by the following net scores: bogey = 1 point, par = 2 points, birdie = 3 points, eagle = 4 points, double eagle or hole in one = 10 points. Points are added together for final score.

Joker Stableford: Each team chooses one hole on each side before play. That score (the joker hole) is doubled for team score.

Least Favorite: Each player selects one par 3 and one par 4 and one par 5 which does NOT count towards their team score. Holes must be chosen before teeing off. 15 holes for each player counts for team score (must set rule for Kahite's par 6 or record net score relative to par).

Mutt and Jeff: Count only the net score for par 3's and par 5's.

Odd or Even: Before teeing off, as a team select the even holes or odd holes to count as your team score. Then each team will take 2 low net scores relative to par per odd or even holes for the team score. If there are tie scores, you can't card off odd players with even players so determine how to handle prior to play.

Odd and Even: Use one net best ball on odd holes and 2 net best balls on even holes.

Pick Your Poison: Before playing, each team member selects 9 holes where she thinks she will have a low net score. Holes must include 2 par fives, 3 par threes and 4 par fours. Total the net scores for those 9 holes at the end of competition – add all players scores together for the team score. If you play at Kahite, you must keep score relative to par due to the par 6. Many complaints on this game so we may want to eliminate.

PIN Day: Individual stroke play. Three places will be awarded points for low gross and low net winners from each flight. One low putt winner will also receive points.

Pink Lady or Orange Ball: Each person uses the pink ball on every 4th hole. Her net score counts plus one low net ball of the other 3 players. Card is marked as to who has the pink ball.

Putts and Fairways: Your team gets 1 point for every fairway in regulation or ball resting on the green in regulation for par 3's. 1 point for each 2 putt. 2 points for each 1 putt or chip in.

Quarters: Miss a fairway, pay 0.25 cents. Miss a green from 100 yards out or closer and pay a quarter. 3 putt, pay a quarter. 1 putt, collect a quarter. Choose one skill or all 3 listed. Pay funds to the pot within your own foursome and split the pot within your own group after the round.

Revolving Holes: Two net score game, but not necessarily the two best net scores. Players are designated as player 1, 2, 3, 4. Designations do not have to relate to handicaps. The two net scores are determined by pairings: holes 1 – 3 is players 1 & 2, holes 4 – 6 is players 3 & 4, holes 7 – 9 is players 1 & 3, holes 10 – 12 is players 2 & 4, holes 13 – 15 is players 1 & 4, holes 16 – 18 is players 2 & 3.

Score the Box: Zig zag a pattern on the scorecard before play. The net score of boxed holes count for total team score.

Scramble: All team members tee off on each hole, select best tee shot and mark with tee or ball marker. Other players, pick up their ball and each player puts ball within one club length of mark (no closer to hole under same condition such as fairway or rough). Each team member hits their next shot from the chosen spot. This procedure is followed on every shot for the remainder of the hole including putts.

Stableford Gross Score: 1 point for bogey, 2 points for par, 3 points for birdie, 4 points for eagle, 10 points for double eagle or hole in one.

Stableford – 3 hole throw away: At end of round, choose 3 lowest scores to throw out

Tandem 6: This game is played in 3 sections. Record the one best net score of team on holes 1 thru 6, two best net scores of team on holes 7 thru 12, three best net scores of team on holes 13 thru 18. Total scores for team score.

Team Stableford: The objective is to score as many points as possible. Points are accumulated based on the following net scores: bogey = 1 point, par = 2, birdie = 3, eagle = 4, double eagle = 10. Any net score higher than bogey is zero points. Points are added together for team score.

T's and F's: You will play and record scores for all 18 holes but count only those holes beginning with the letters "T" and "F" for your team score (two, three, four, five, ten, twelve, thirteen, fourteen, fifteen). Each team will select two low net scores per hole for the team score. **Variation would be holes other than T's and F's.**

Up and Down: Using net scores, use 1 score on hole 1, 2 scores on hole 2, 3 scores on hole 3, 3 scores on hole 4, 2 scores on hole 5, 1 score on hole 6, etc (1, 2, 3, 3, 2, 1, 1, 2, 3, 3, 2, 1...)

Whack and Hack: Use one lowest net score and one highest net score per hole.

Note: On games where you don't use a score on every hole (such as T's and F's) you can give a bonus point if all 4 players on the team

NET a par on the holes that do not count. This gives players the incentive to do well on all holes. The bonus point may be positive or negative depending if you are trying for a higher score or lower score for that particular game. If you do any sort of variation, you must work it out with golf pro in advance so he can include it on the instruction sheets he hands out.