

## 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**

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 of the scorecard and circle. Best guess wins.

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

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

### **Match Play**

Players will play match play rules and have a match against a similarly handicapped player. If a match ends in the middle of the round, end the game and continue playing stroke play to get your 9 or 18 holes in. See this URL for Match Play rules overview. <http://www.wgacup.com/aboutthecup/matchplayoverview>

### **Match play vs Par**

Each player plays his/her gross score against par on each hole. Scoring is +1 if you win a hole to par; 0 if you tie par on a hole to par; and -1 if you lose the hole to par. The winner of this game is the person with the highest number of holes won to par.

### **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.

**Best 2 of 4 NET** – The lowest two **net scores** on each hole are all that are counted in the team score. If a player's net score exceeds that which is needed by the team, he/she may pick up and place the score that they would have achieved on the scorecard, with an X beside it.

**The Waltz** – One **net score** is used on hole #1, two (2) on hole #2, three on hole #3. This pattern is repeated for the 18 holes. (1,2,3,1,2,3,1,2,3,1,2,3,1,2,3,1,2,3). Team members should mark their scorecards so that, in the case of a shotgun, each team uses the same # of scores on the same holes.

**Variable Best Ball** – One version is called 15/24/33. In this game, the single best **net score** is used on the Par 5's (e.g. the 15), 2 are used on all Par 4's (e.g. 24), and 3 on all Par 3's (e.g. 33). Different numbers can be assigned, but this is the most typical. Also have been played are the reverse 35/24/13. Also 15,24,23 and so on.

**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 team will be given a Pink Ball to earn points to be deducted from the team score. Each player plays their own ball but takes a turn to play a hole with the pink ball, based on their team lineup. So, on the 5th hole player #1 plays the pink ball again and so forth. If after 18 holes the team still has the pink ball, then that team will deduct 18 points from the total net score. If any player loses the ball on any hole, you can only deduct points on holes completed when the pink ball is in play. For example, if player number 4 on the 4th holes loses the ball before it is holed out, then that team can only deduct 3 points from the total net score. You must complete a hole with the pink ball to deduct any points from the total score.

**Texas Scramble** – Players play in groups. All drive and then select the best shot and mark it. Everyone then hits the next shot from this point. Repeat procedure with each shot until hole out. This event is played off handicap and if you do not have special tables, add all the team member's handicaps together and divide by ten. Deduct the handicap from the final total.

**Shambles** - All players drive from the tee. Best drive is chosen and all 2nd shots are played from there. Thereafter, each player plays his/her own ball until it is holed. Scores can be individual net, best 2 or 3 net, 1, 2, 3 on pars 5, 4, 3 or Waltz (best 1, 2 and 3 on holes 1, 2 and 3 repeated thro 18). Variations can be high handicappers move to 2nd shot on par 5's.

### **Longest Putt**

Designate holes on the course to be used for the longest putt competition. Player who records the longest putt on that hole wins.

## **GAMES FOR PAIRS**

**Four Ball** (Commonly referred to as Best Ball) – The best net score of the two partners counts on each hole.

Total or best **Stableford** score between partners on each hole. Net score is used when assigning points earned. The more points, the better!

Stableford points are: Bogey – 1; Par – 2; Birdie – 3; Eagle – 4; Albatross – 5.

Total **Quota points** – Each player has an assigned quota. By earning points on each hole, the team with the highest total number of points wins!

Scoring is based on NET score on a hole – Bogey – 1; Par – 2; Birdie – 3; Eagle – 4; Albatross – 5.

NOTE: No bonus points for natural birdies, eagles, etc shall be allowed in a VGC event because we use NET hole score vs the more normal gross hole score.

## **SINGLES GAMES**

**Low Net** – This is perhaps the easiest of all individual games. Cards do NOT have to be marked. Scoring is total gross score minus course handicap to reach net score.

**Best Gross/Best Net** – The total of the gross scores and the net scores (gross score minus course handicap) are recorded for each golfer. Each golfer can only win once. To determine winners, the low gross score is identified. Then the low net score among the remaining golfers. Second low gross is then determined AFTER the first two are removed from consideration. Then second low net, third low gross, third low net, etc. This is because the awards for low gross and low net are the same (ie, first place low gross and first place low net receive more than second place, etc.)

This event tends to unfairly reward both the better players and the worst players due to the high range of handicaps in VGC.

**Stableford points** – See explanation under Pairs.

**Quota points** – See explanation under Pairs.