

I(individual)/T(team)	Name	Description (1-15-2025)
2 or 4 person team	BEST BALL	Each player plays her own ball. On each hole, the best net score for the team is recorded. (Lowest team net score wins.)
I	BLIND NINE	Nine holes will be drawn at random and only those nine net scores will count. You will not know what the 9 holes are until after play.
2 person team	BLIND PARTNERS	Partners are drawn randomly at completion of play. One best net ball on each hole is the team score. Lowest team score wins.
ABCD	BUNNY HOP	1, 2, or 3 best net balls will count on each hole. The number of balls used will be determined by the committee and will not be divulged until the winners are posted. No more than 3 net balls are used.
ABCD	CHA CHA CHA	<p>1) One best net ball on par 5s, two best net balls on par 4s and three best net balls on pars 3s</p> <p>2) One best net ball on the 6 hardest handicap holes, two best net balls on the 6 easiest handicap holes and three best net balls on the 6 middle handicap holes.</p> <p>3) One best net ball on holes 1-6, two best net balls on holes 7-12 and three best net balls on holes 13-18. (Use only when we have tee times).</p>

2 person team	CHAPMAN SCOTCH	Both players tee off and then hit each other's ball for the second shot. Select the best position ball after the second shot and alternate shots until the hole is complete. On par 3s, the team should choose the best position ball after the tee shot and play that ball out by alternating shots. Variation: both players putt from each location once the ball is on the green.
2 person team	CHAPMAN SCRAMBLE	Both players tee off and then hit each other's ball for the second shot. Select the best position ball after the second shot and scramble to the green (i.e., choose the best position ball, both players hit the third shot from there and continue this process until on the green). Once the ball is on the green, both players putt from the same location until the ball is holed. This format is also followed on par 3 holes (meaning even if the ball is on the green from the 1st shot, you still hit each others ball for the second shot, pick the best position and scramble in from there).
ABCD	CHOOSE TEN	Each player plays her own ball. Two best net scores are used on each hole. After play is completed teams choose the best team score using: ONE par 3, ONE par 5 and THREE par 4s from each nine . Total team score will consist of those 10 holes.
I	CHOOSE YOUR NINE	After play is completed, each player chooses her best net scores from TWO pars 3s, TWO par 5s and FIVE par 4s to form her 9 hole net score.
ABCD	C.O.D.	Every 3 or 6 holes, partners change. C=the 2 players in the cart. O=Opposites (driver of one cart and passenger in other cart.) D=drivers are partners. Count one best net ball for each partnership. Two best net balls on each hole will determine the team score.

T	COLORED BALL	Each team is given a colored ball. Each player on the team must use the ball for AT LEAST 3 holes. Only the score with the colored ball counts for team game. You MUST have the colored ball in your possession when you finish in order to qualify for the event.
I	CRISS CROSS	Player can elect to take her score from either the hole on the front nine or the corresponding hole on the back nine. (i.e., 1 or 10, 2 or 11, etc) <i>Because of the difference in par on corresponding holes, this game must be scored +/- to par.</i>
I	CRY BABY	Each player gets to pick two worst holes of the round and revert them back to par.
I/T	"EASY HOLES"	Only the nine hardest handicap holes count for your score. For Individual game use the net score from those nine holes. For a team game, use two best net balls for those holes.
I	ECLECTIC	Two round event. Players score as normal on BOTH rounds. Choose your best score ON EACH HOLE for your tournament score. Your handicap will be subtracted for your net score.
ABCD	FAIRWAY SPLIT	After all 4 players tee off, the team identifies which two balls landed farthest left and which two balls landed farthest right. The players with the two "left" balls are partners on that hole and the players with the two "right" balls are partners on that hole. Team score is the best net ball of each set of partners on each hole. Par 3 holes are played using the same format.

I/T	FIELD SHOTS	Only strokes "between" tee and green are counted for the game, including penalty strokes. First drives and all putts DO NOT COUNT toward game score.
I/T	FOUR SCORE	Count score on Par 4's only for event. Gross & Net winners.
I	GUESS YOUR SCORE	Before teeing off everyone guesses their gross score and records it on the scorecard.
I/T	"HARD HOLES"	Only the nine easiest handicap holes count for your score. For an individual game, use the net score from those nine holes. For a team game, use two best net balls for those nine holes.
I	HOLIDAY CHEER	Par 3s will be played as usual. The rest of the holes will be played from near the 100 yard marker. There are "closest to the flagstick" winners on every hole. No handicaps used & no posting.
T	LONE RANGER & THREE AMIGOS	After all players have teed off, the team decides who the Lone Ranger will be on that hole. After the hole is completed, count the Lone Ranger's net score and the best net score from the 3 remaining players (the 3 Amigos).
I	LOW GROSS & LOW NET	Low gross and low net winners in each flight.
ABCD	LOW GROSS & LOW NET	Four person teams must count one gross score and one net score on each hole. The same player may not provide the score for both gross & net.
I/T	LOW PUTTS	Only strokes taken on the putting surface are counted. No handicaps are used.

ABCD	MARCH MADNESS	1, 2 or 3 best net balls will count on each hole. The number of balls used will be determined by the committee and will not be divulged until the winners are posted. No more than 3 net balls are used.
I/T - 2 or 4 ball	MATCH PLAY	Each player (or team) plays against another player (or team). Each hole is won, lost or tied based on net score. (Points are awarded 1, 1/2 or 0 per hole.) Player or team with the most points wins the match.
I/T	MIDDLE NINE	Count holes 6 through 14. Subtract 1/2 handicap. Gross and Net
I	NASSAU	Game is designated either gross or net play. Winners in each flight for best front 9-hole score, best back 9-hole score and best 18-hole score.
I/T	NET PARS	Count one point for each net par or better. Highest number of points wins.
ABCD	ODD COUPLE	ONE best net ball on ODD holes and TWO best net balls on EVEN holes (or vice versa).
I	ODDS OR EVENS	This game must be played +/- to par. Players can elect to count "odd" or "even" holes for their score at the END of the round. There will be winners for BOTH . Players must indicate "odd" or "even" on the scorecard before submitting it.
I	O.N.E.S.	Only the NET scores for the holes that start with O.N.E. or S. (1, 6, 7, 8, 9, 11, 16, 17 & 18) count toward your score.

I/T	OREO COOKIE	Count only net scores on holes 1-6 and 13-18 for your game score. As a team, count two best net scores on those holes.
I	PICK NINE	Before starting play, each golfer selects nine holes to use for her score. You must have two par 5s, two par 3s and five par 4s. These holes must be circled on your scorecard before play begins. Game score is the total NET score for those nine holes.
I/T	PLAY FOR POINTS	Each player plays her own ball and earns ONE point for each of the following: * a drive in the fairway (or on the green on par 3 holes); *one putt or fewer; *a score of net par or better on the hole. (A variation is to award 2 points for net birdie or better.)
I	PRO'S PICKS	The Pro picks 2 holes on each nine to be thrown out of your tournament score. These holes will be unknown until the winners are posted.
I	RACE TRACK	There are three winners per flight WIN - low gross PLACE - low net SHOW - low putts.
ABCD	RED, WHITE & BLUE	The scoring is TWO best net balls on each hole. One red, white or blue score (person is indicated on the scorecard) must be used, plus any other best net ball of the other three players.
ABCD	REINDEER REVENGE	This game is normally played around Christmas time. 1, 2, or 3 best net balls will count on each hole. The number of balls used will be determined by the golf committee and will not be divulged until the winners are posted. No more than 3 net balls will be used on any hole.

T	SCRAMBLE	<p>All players tee off. The team selects the best positioned ball and all players play from within one club length of this spot (in the SAME cut of grass). Each subsequent shot is made in the same manner. On the green, all putts must be made from the same spot (within one putter head) of the ball chosen.</p> <p>A modified version of this: All players tee off. The team selects the best positioned ball and that player does not hit the next shot. Continue in this manner until the ball is on the putting surface. Once the ball is on the green, ALL players may putt. There may be a minimum of drives required.</p>
2 or 4 person team	SHAMBLE	<p>2 person: Both players tee off. Select the best positioned ball and each player plays her own ball from there until the ball is holed. Count one best net ball from the two players.</p> <p>4 person: All players tee off. Select the best positioned ball and all players play their own ball from there until the ball is holed. Count two best net balls from the four players.</p>
I	SKINS	<p>Each golfer competes with the players in her foursome or in her flight. A "skin" is won by a player when she achieves the lowest NET score on a hole. If two or more players tie the hole, no skin is awarded. There are no carry-overs. Money is paid for each skin won.</p>
ABCD	ST. PATRICK'S DAY	<p>1, 2, or 3 best net balls will count on each hole. The number of balls used will be determined by the committee and will not be divulged until the winners are posted. No more than 3 net balls are used.</p>

I/T	STABLEFORD	Count one point for net bogey two points for net par, three points for net birdie, four points for net eagle and five points for net double eagle or better.
2 person team	SURPRISE PARTNERS	Both partners (chosen by the computer) play all 18 holes. Choose the net scores of 9 holes from each partner - any nine holes from each, as long as ALL 18 holes are used for the total team score.
I	T's & F's	Count only the NET scores for the holes that start with "T" or "F" (2, 3, 4, 5, 10, 12, 13, 14 & 15) to make up the game score.
I	TEN	Only holes starting with letters T.E.N. will be used to score this event. Holes are 2, 3, 8, 9, 10, 11, 12, 13, 18.
I	THREE BLIND MICE	Three random holes are chosen to be thrown out. Players will not know which three holes until play is completed.
I	THREE'S BE GONE	Low net game over 18 holes eliminating the four par three's.
I/T	TRICK OR TREAT	Before teeing off, circle any 3 par 3's, any 3 par 4's and any 3 par 5's. Total of these nine holes less 1/2 handicap. Gross and Net. Record gross score only.
2 person team	TRIFECTA	Teams will be determined by the computer or as a pick your partner. Holes 1-6 scramble; Holes 7-12 one best net ball; Holes 13-18 alternate shot or some variation of this. (alt shot - alternate drives or true alternate shot). Which will be indicated on the scorecard.

I	TROUBLE (aka Disaster)	The goal is to get the least number of points. Points are awarded as follows: 1 point for each out of bounds, bunker, hazard, desert, water or 3 putt. 2 add'l points for each add'l attempt to get out of the same bunker. 2 add'l points for hitting from one bunker to another bunker. 3 points for a four putt. 4 points for a whiffed ball. You can erase all points accumulated on a given hole by making net par.
ABCD	TURKEY TROT	1, 2, or 3 best net balls will count on each hole. The number of balls used will be determined by the committee and will not be divulged until the winners are posted. No more than 3 net balls are used.
ABCD	UNCLE SAM'S REVENGE	This game is normally played around the 4th of July, Memorial Day or Labor Day. 1, 2 or 3 best NET balls will count on each holes. The number of balls used will be determined by the committee and will not be divulged until the winners are posted. No more than 3 net balls are used.
T or ABCD	WHACK 'N HACK	4 person team. The 4 team members play their own ball for 4 individual scores. Two of those scores will be combined to make a team score on each hole. The 2 scores used are the low net ball & high net ball. (One exception for scoring: if the low net ball for the team is a net birdie or better, the team gets to use 2 low net balls.)
I	WHINERS	At the end of the round, players may throw out three holes as indicated on the scorecard. * any 3 holes; *one par 5, one par 4, one par 3; * or WORST three holes can be counted as par.