

PLAY DAY GAMES AND DEFINITIONS

- 1) **ABC SCRAMBLE** - All players tee off, select best drive. Each player then plays a second shot from the spot where the selected drive lay, and the best second shot is selected. This process is repeated until the hole is completed. On the green, all putts must be made from the same spot of the ball selected. Teams will get 1/3 of the "A" player's handicap. No Posting
- 2) **ABC TWO NET BEST BALL TEAMS** – FLIGHTED. Team score is the total of the best two (out of three) net scores on each hole.
- 3) **BEAT THE CHAMP – NET** – Winner of the LVWGA Championship is pitted against the field. All scores are net. Champ does not pay, but must play. The pay out is: if no one beats the Champ, all money goes to the Champ. All persons who beat the Champ net score will split the prize money. You can not tie the Champ. If there is a tie with the Champ then the Champ will get the prize money.
- 4) **BEST NINE HOLES** - Strokes where they fall. After 18 holes played, circle the scores on the two best par 5's, the two best par 3's and the five best par 4's. Your score is the total of the net circled scores.
- 5) **BLIND HOLES – NET**- One par 3, 4 and 5 will be selected after play begins. They will be thrown out in determining the final score of each player.
- 6) **BLIND PARTNERS** – Combined Net Score - Partners are drawn after the start of play or at the completion of play. A player does not know her partner until she has finished. After play, using full handicaps, add the two net scores to determine the team's score.
- 7) **COUNTDOWN BESTBALL** –Teams count 3 net best balls on holes #1-6, 2 net best balls on holes #7-12, 1 net best ball on holes #13-18.
- 8) **EVEN HOLES** - The net scores on the even numbered holes are used to determine the event score for each player.
- 9) **FRONT 9/BACK 9**- two person teams-Before play, decide which partners gross score will be used on which 9. Add the two scores together and subtract ½ of the teams combined handicap.
- 10) **FLAG TOURNAMENT** - Add your handicap to par (72) to determine the number of strokes you are allowed. When your score equals the number of strokes allowed, announce to your playing partners. The winner is person who goes the farthest distance. Money stays in your group.
- 11) **MATCH PLAY NET** –Flighted- Each hole is won, lost or tied based on net score. (Points awarded are 1 point for single low score, if 2 tie, each get ½ point, if 3 tie, no points.) Player with the most points wins the money in their group.
- 12) **ONES** – Only holes starting with "O", "N", "E", and "S" (1,6,7,8,9,11,16,17,18) will be count toward net score. Use handicap on the 9 selected holes.
- 13) **POINT QUOTA** - Subtract your handicap from 54 to determine the number of points you should make. Double bogey =1 point; Bogey =2 points; Par =3 points; Birdie =4 points; Eagle =6 points. Scores will be "minus" if you score less than your required points and "plus" if you score more than your required points.

14) **SCRAP THREE -NET-** Strokes where they fall. Keep net scores on each hole. At end of play, throw out 3 highest scores for your total.

15) **SELECT DRIVE** - 2 person teams. Full handicaps are used. Both players tee off. Select the best drive and each player plays the rest of the hole with her own ball. Team score is the combination of the two players' net score on each hole. No posting.

16) **ODD HOLES** - The net scores on only the odd numbered holes are used to determine the event score for each player.

17) **SKINS – NO CARRY OVERS** – Strokes where they fall, net. Lowest net score wins the hole. If two tie, there is no skin. Winner is the player within the threesome or foursome with the most skins.

18) **T & F HOLES** - Strokes where they fall. At end of play, lowest net score on holes starting with T or F will be added for a player's net score. Use only the handicap on the selected holes.
(2,3,4,5,10,12,13,14,15.)

19) **30/40-** Three or four person teams. Three person teams must use 30 net scores on eighteen holes. You must decide after each hole which scores you will use before you play the next hole. The object is to use the lowest scores so you come out under par. Your team score is recorded as – (under par) or + (over par). This can also be play by 4 person teams in which you need 40 net scores for the 18 holes. If you have uneven teams-some 3somes and some 4somes- you divide the 3somes score by 3 and the 4somes score by 4 for your final team score.

20) **SWEET 16- NET-Flighted-** Individual-Record your net scores on every hole, at end of play, deduct 1 highest score on the front and 1 highest score on the back.

21) **DEVIL BALL-NET-** Three or four person teams. You have a bright colored ball-the devil ball-which rotates through the team on each hole, starting with the A player. You must use the net score on this ball every hole, and any other low net score from any other player. Total those 2 net scores on every hole.

22) **GROSS AND NET** – Individual play, flighted. Record gross & net.

23) **TURKEY SHOOT** – Best low nets win the Turkey (money). Winners will be decided by number of Participants. (Half the field will be winners).