

## EPWGC 2025 Season PLAY OF THE DAY

### GAMES EXPLANATIONS

**Ace of the Month:** Stroke Play: Everyone plays and turns in their own gross and net score. First place winners in both gross and net for each flight will be eligible for the Aces of the Year tournament.

**Beat the Pro:** Stroke play. If your NET beats the Pro's GROSS, you win an equal portion of the prize money.

**Blind Nine:** Play regular stroke play. The Pro will select 9 holes to score.

**Cha -Cha Even:** One best ball is used on even-numbered holes; two best balls are used on odd-numbered holes.

**Chapman, Pick your Team:** (2 players required; 10 stroke maximum differential will be allowed) Both players tee off. Switch and hit your partner's ball. Select the best ball after the second shots and play alternate shots until the ball is holed.

**Easiest Handicap Nine Holes:** Scores for EP easiest holes - 3,5,7,8,10,11,13,15,18

**4 Clubs Plus a Putter:** Pick four clubs and your putter to play the round. Leave all the rest of your clubs in your car!

**Hardest Handicap Nine Holes:** Scores for EP hardest holes – 1,2,4,6,9,12,14,16,17

**Just the Middle:** Scores for holes 5-13

**Lemon Drop:** Drop 9 worst holes on score card.

**Low Putts:** Count your putts. Fewest strokes win in each flight. No NET.

**Mutt and Jeff:** Net scores for par 3's and par 5's

**1,2,3 Waltz:** On the 1<sup>st</sup> hole the best score of the team is recorded. On the 2<sup>nd</sup> hole, the 2 best scores and on the 3<sup>rd</sup> hole, the 3 best scores. This pattern is repeated over subsequent sets of 3 holes. (using hole #1 as the starting hole)

**Scramble Step Aside:** All players tee off. Pick the best ball position for the second shot. Whoever hit the selected ball sits out the second shot. The same thing applies to the remaining shots (whoever's ball is selected does not hit the next shot- however can hit thereafter). Whoever putts out does not tee off on the next hole.

Games Explanations - continued:

**6 6 6 (super drive, scramble, best ball):** Holes 1 through 6 is a super drive (everyone tees off, taking best ball & scramble in); holes 7 through 12 is best ball (everyone plays their own ball-taking the best score) and 13 through 18 is a scramble (score for the team).

**Skins:** Everyone plays their own ball. Skins are won by getting the best gross or net on any hole where the best score is not tied in each flight. Prize money is divided by total number of skins won.

**Sweet 16:** Throw out one hole on each nine when you are done playing, leaving 16 holes to score. Use full handicap for net scores.

**Super Drive:** All players drive the ball. The best drive is selected and all players play their own ball from there. Take the two best ball scores for the team score. Three drive minimum for each player. If you are a threesome, player A plays the extra shot on holes 1-6, player B, 7-12 and player C, 13-18.

**Super Drive Scramble:** All players drive the ball. The best drive is selected and all players scramble in until the ball is holed out. Three drives required for each player.

**Ten Cup:** Pick your best five scores on the front and back. Circle the holes you select to use on the scorecard. Picked holes count as both gross and net. Use half your handicap for net score.

**Three Blind Mice:** The pro will select three holes to throw out after the round.

**Vegas Scramble:** Each player is given a number from 1 to 4. After every drive, someone in the group rolls a dice. If your number is rolled (1-4) that drive will be used regardless of where it ended up. If a 5 is rolled then re-roll the dice. If a 6 shows up, pick any drive you want. After selecting the drive, the team plays a scramble for the rest of the hole. If a three-some: same as above except each player will be given a number from 1-3 and if a 4 or 5 is rolled, re-roll and if a 6 is rolled pick any drive.