

## **Individual Scoring**

**Ace of the Month** Stroke Play: Everyone plays and turns in their own gross and net score. The first place winners in both gross and net for each flight will be eligible for the Aces of the Year tournament. *Keep two cards with everyone's names in the same order.*

## **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.

## **Four Clubs plus a Putter**

Pick four clubs and your putter to play your round. Leave all the rest of your clubs in your car!

## **Score Fours**

Score only par 4's.

## **Skins (Flighted)**

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 Sixteen**

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

## **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 your round.

## TEAM GAMES

### **Amiga Golf (4 players required)**

Everyone tees off. On each hole, teams of two will be determined by the position of the ball. The two players with balls to the right from the flag are one team, the two with balls to the left are the other team. Each team plays a scramble into the hole. Count both scores for the team score. Repeat for each hole.

**Best Two of Four:** Teams of 4 players. Take the best two gross and best two NET. The balls can be the same or different, whichever are better.

### **Chapman (2 players required; 10 stroke maximum differential will be allowed)**

Both players tee off; switch and hit your partners ball; select the best ball after the second shots and play alternate shots until the ball is holed.

### **Lone Star Scramble (4 players)**

Everyone hits a tee shot. Select one drive to use as the “**lone star**” ball. The person who hit the drive will play her own ball into the hole from that spot. The other players will hit a scramble into the hole. Together, these two scores count as your team score.

**Three drive minimum** for each player. If you are a **threesome**, player A plays the extra shot on holes 1 thru 6, player B, 7 thru 12, and player C, 13 thru 18.

### **Scramble (4 players required)**

Everyone tees off. Pick the one best shot and everyone hits from that spot. Continue until with this until the ball is holed out. Three drives required for each player. If there are only 3 players, the Ghost is a rotation of the three players.

**Scramble Step Aside (4 players)** 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). Whoever putts out does not tee off on the next hole.

### **Super Drive (3 or 4 players)**

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 thru 6, player B, 7 thru 12, and player C, 13 thru 18.