

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.

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.

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

Low Putts: Stroke Play. Count and record all your putts hole by hole.

One Best Ball: Regular Stroke Play. Overall Best Score for each hole is posted for the team.

Score Fours: Stroke Play. Score on the Par 4 holes will be counted.

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: Take the best 2 gross and best 2 NET. The balls can be the same or different, whichever are better.

Bloody Mary Scramble: A "6 6 6" combination of scrambles as follows:

Holes 1 - 6	Scramble - one team score
Holes 7- 12	Shamble -- same as Super Drive - one team score
Holes 13 – 18	2 person best ball — two scores for the team

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.

Scramble (4 players required): Everyone tees off. Pick the one best shot and everyone hits from that spot. Continue with this until the ball is holed out. 3 drives/player required. If there are only 3 players, the Ghost is a rotation of the three players.

Scramble – 3 Players: Everyone tees off. Pick the one best shot and everyone hits from that spot. Continue with this until the ball is holed out. 3 drives/player. If there are only 2 players, the Ghost is a rotation of the two players.

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.

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** showed up, pick any drive you want. After selecting the drive, the team plays a scramble for the rest of the hole.