

## DIFFERENT TYPES OF PLAY

1. **Accurate drives:** Give yourself 1 point for each ball driven in the fairway and/or on the green in one on the par threes.
2. **Alternate shots:** Played by teams of 2, 3, or 4 players. One ball is played, each shot being hit by successive players in a fixed order.
3. **Beat the pro:** Full handicap subtracted at the end of the round. If your net score beats the pro's gross score, you win.
4. **Best ball 2, 3 or 4-some:** Mark your cards with lowest net scores for each hole. Players out of the hole should pick up their balls to speed up play.
5. **Bingo/Bango/Bongo:** Each hole plays to a 4-point system: 1 point for the longest drive; 1 point for the first to reach the green; 1 point for closest to the pin; and 1 point for longest putt sunk. Most points at end of round wins.
6. **Blind nines:** Full handicap. Mark your cards. After all the golfers have teed off, the pro will draw nine holes so that the players have no knowledge as to which holes will count until they have finished play. Use your strokes where they fall. (Pro will draw 4 Holes for 9-Holers.)
7. **Cha-Cha-Cha:** 3 or 4 player team. Each player tees off. Select one net ball to count on Hole #1, select 2 net balls to count on Hole # 2, select 3 net balls to count on hole #3. Repeat the process throughout the 9 or 18 holes.
8. **Cross the Delaware:** In honor of George Washington, on "water holes" 4, 5, 6, 7, 9, 10, 11, 17, and 18, record net scores.
9. **Eclectic:** Each player plays 36 holes over two days (or 18 for 9-holers). From the player's two scores, select the better score on each hole. The winner is the player with the lowest net score for the selected 18 holes (or 9). Full handicap used.
10. **Flag tournament:** PYOB and when you reach your handicap put a flag on your score card.
11. **Florida scramble:** Players tee off and decide which drive they will use. After the drive is chosen, all shots thereafter are alternated.
12. **Four Play:** Throw out Par 3's and Par 5's.
13. **Gross-net:** Signed up players can win either gross or net.
14. **Handicap vs. Pars full handicap:** Mark your cards. You compete against par and either win, tie, or lose a hole; i.e., if you have a par on the first hole with a stroke net of three, you win that hole and are one up on the par. You can win the front or back nine.
15. **Hi-lo foursome:** Team score is arrived at by adding the low net and high net scores on each hole.
16. **Kickers' tourney:** The pro will draw a number between 60 and 70 while play is occurring. You must select your own handicap that day before you play. The woman whose net score equals or is the closest to the number drawn is the winner. (18-Holes can be adjusted for 9-Holes)
17. **Low net:** Full handicap. After completion of round, subtract your handicap.
18. **Low putts:** number of putts taken on putting green, no handicap.
19. **M & M:** One magic putt and one mulligan per 9 or 18-hole round.
20. **Moaner's Delight:** After completion of round, throw out your worst three holes and then subtract half of your handicap. (9-Holers will throw out two holes)
21. **Most pars:** Full handicap - count the number of holes net pars or birdied.

22. **Mulligan tournament:** Each player can use 1 mulligan per front and back nine. You may post this score.
23. **Mutt & Jeff:** Count all par 5's and par 3's; subtract half of your handicap.
24. **Mystery Partner:** Mark your cards. Full handicap. After all the golfers have teed off, partnerships will be drawn. When the net scores are posted, it will become a better ball of partners.
25. **Nassau:** Using your full handicap, total your front 9, back 9 and the full 18-holes. The players have three chances to win. Winners are determined by 1) lowest net front 9; 2) lowest net back 9; and 3) lowest net 18 holes. Nine-Holers – 1) lowest net first 3 holes; 2) lowest net 2<sup>nd</sup> 3 holes and 3) total for 9 holes.
26. **No Alibi:** Instead of deducting one's handicap at the end of the round, each player is allowed to replay during the round the number of shots equaling her handicap. A stroke replayed must be used even if it is worse than the original; it cannot be replayed a second time.
27. **One-Two-Three-Team.** 3 or 4 player team with all players teeing off. Score one net ball on the Par 5's, two net balls on the Par 4's and three net balls on the Par 3's.
28. **O.N.E.S.:** Count all holes beginning with an "O", "N", "E", and an "S". Subtract half your handicap.
29. **Odd or Even:** After all the golfers have teed off, the pro will determine whether the odd or even holes count. Full handicap. Cards have to be marked and you take your strokes where they fall. (18-Hole)
30. **Points:** Each player receives points as follows for your net score. Eagle 5, Birdie 4, Par 3, Bogey 2, and Double Bogey 1. Pick up at par + handicap + 2. Most points win.
31. **PYOB:** Play your own ball – net score
32. **Scramble:** Two, three or four players tee off. The best drive is then selected and all players (of one team) place their ball and hit their next shot from that point. You play in this fashion until the ball is holed out. \*\*
33. **Scotch Twosome:** Both hit off tee. Select drive to be used and other person hits ball. Alternate shots until "in the hole". Twosome with low gross wins.
34. **Six, VI, 6:** Played by teams of two players. The first 6 holes played are best ball, the next 6 holes played are a scramble, and the final 6 holes played are alternating shots (18-holes).
35. **Stableford-18 Holers:** Eagle 4, Birdie 3, Par 2, Bogey 1. Most points win.
36. **Stableford -9 Holers:** Double Eagle 6, Eagle 5, Birdie 4, Par 3, Bogey 2, and Double Bogey 1. Most points win.
37. **Syndicate Tourney:** Field is flighted according to handicaps. The player who makes the lowest score (gross) in her flight on a hole wins a syndicate. Syndicates may be cumulative; in the event that one or more holes are ties, those syndicates go to the player next winning a hole. The player with the most syndicates at the end of the round is the winner in each flight.
38. **T's & F's:** Holes that begin with the letters T and F (2, 3, 4, 5, 10, 12, 13, 14, 15, Subtract half your handicap.
39. **Tee to Green:** At the conclusion of the round, subtract your putts from your score and then subtract half your handicap.
40. **Tee for Two:** Play in foursomes with two players as partners. One plays all the even holes and the other all the odd holes, this should be decided before the round begins. One-half the combined handicap at the end of the round is subtracted. Low net is winner. (18-Holes)

41. **Three Club Tournament:** Each player is allowed to take 3 clubs plus their putter to play the entire round.
42. **Three or Six Hole Partner Switch:** Foursomes only. Partners are switched every 3 holes (9-Holes) of play. Best ball of each 2-woman team is used to score the hole.
43. **Three, III, 3:** Played by teams of 2 players. The first 3 holes played are best ball format, the next 3 holes played are a scramble and the final 3 holes played are alternating shots (9-Holes).
44. **You Go Girl** –Three person team -Two Best Balls – Net Stableford Points. The first lady on the card is the first “You Go Girl” – alternate players on each hole and repeat to end of 18 holes. The hole score is sum of two best balls, one of which has to be the “You Go Girl’s” score.
45. **Wolf:** On each hole, after tee shot, lowest handicap picks partner; second lowest handicap picks partner; third lowest handicap picks partner

\*\*For two person scramble: Each team player will need to count **6 of her drives** and teams will be given **70% of the combined handicap** to subtract from your final round.