

KLGA/9 2021 Description of Games (updated 1-6-21)

WHENEVER GROSS SCORES ARE KEPT, THE PRO SHOP WILL BE ENTERING ALL SCORES INTO THE GHIN SYSTEM ON KLGA/9 REGULARLY SCHEDULED DAYS OF PLAY.

WHEN THE TEES INDICATE GOLD/GREEN, EACH PLAYER CAN DETERMINE WHICH TEES TO PLAY THAT GAME. PLAYER MUST INDICATE WHICH TEES ARE BEING PLAYED ON THEIR SCORE CARD.

INDIVIDUAL/TEAM PLAY MEANS THAT EVERYONE PLAYS THEIR OWN BALL & KEEPS THEIR GROSS SCORE. THE WINNER IS A TEAM. THE GAME DESCRIBES HOW THE WINNING TEAM IS PICKED.

According to the 2019 USGA and KLGA/9, **players can accept a score of 12 or pick up at 12 STROKES on any one hole and still be eligible for prizes.**

No monetary prizes will be awarded to members of the KLGA/18.

ABCD 1,2,3: Suggested for Combo Tees

Individual/Team Play: Keep Individual scores and team scores. The team score is the 1 lowest net score on the par 5's, the two lowest net scores on the par 4's, and the 3 lower net scores on the par 3's.

Alternating Shots (2some) Gold Tees Suggested for Member/Member

Team Event: One player of the team tees off from the gold tees. The other member of the team hits the second shot. Thereafter, the team members alternate shots until the ball is holed out. The players must also alternate the player who tees off.

Beat the Pro: Gold/Green Tees

Individual Play: Played in conjunction with another game. Will be defined as having a better net score on a designated Par 3 or for all 9 holes. Prizes will be awarded as defined by the basic game being played. An additional gift will be awarded to those whose net score beat the Pro.

Best Ball: Gold/Green Tees

Individual/Team Play: All members of each team play their own balls on each hole. At the completion of the hole, the lowest net score of the team, serves as the team score. If there is a team of 3, the team can rotate among the members on each hole to have a 4th hit.

Bubble Game: Gold/Green Tees

Individual Play: For each hole you land your drive on the fairway, you put a bubble around your score. (On par 3's you get a bubble for hitting the green.) At the end of play you subtract the number of bubbles from your net score. Winners are determined by the lowest net score after subtracting the bubbles.

Captains Choice: Gold Tees Suggested for: First Day of Play, Home & Away, Bring a Friend

Team Play: All players tee off and choose the best shot. All players then hit the next shot from the location of the chosen shot, until the ball is holed out. The following exceptions apply depending on the game:

Step Aside: The person who hit the chosen shot cannot hit from the location of their ball.

1 Drive: At least 1 Drive must be used from each player of the team.

Erado: Gold/Green Tees

Individual Play: Each player decides 2 holes where the score will not count. The decision has to be made immediately after the hole is played. The score for the last hole cannot be erased. The winner is determined by the sum of the net score of the remaining holes.

Fewest Putts: Gold/Green or Combo Tees

Individual Play: Keep both your total score and your number of putts. Prizes will be awarded according to putts.

4 Clubs and a Putter: Gold/Green or Combo Tees

Individual Play: Use only the same 4 clubs and the putter for all 9 holes. Prizes are awarded according to net scores.

Flag Day: Gold/Green Tees

Individual Play: All golfers begin the round with a set number of strokes related to their handicaps. When the player's strokes run out, they plant their flag. Players will finish all holes. However, the player whose flag is the farthest along the course is the winner.

Hate 'Em: Gold/Green Tees

Individual Play: Before play mark the 2 holes you hate the most. For purposes of determining winners each player will receive net par on those holes.

Just 4 Fun: Gold/Green Tees or Combo Tees

Individual Play: Players should record their gross and net scores. Winners are determined by adding the net scores of only the Par 4's.

Low Gross/Low Net: Gold Tees Suggested for Club Championship

Individual Play: Keep your gross and net scores. All players will play from the gold tees. Prizes for the Club Championship will be awarded for low gross and low net, according to flight.

Low Net/Beat the Pro (9 Holes):**Gold/Green Tees**

Individual Play: Players with the individual lowest net score from each flight will win. An additional gift will be awarded to anyone whose total net score beats that of the Pro for all 9 holes.

Middle of the Road: Gold/Green Tees

Individual/Team Play: Players keep their individual scores. The two middle net scores for each Hole are added together for the team score for that hole. The total team score is the addition of the scores for all 9 holes. In cases where there are teams of 3, a blind score will be used.

Modified Stableford/Beat the Pro (Par 3): Gold/Green Tees

Individual Play: Keep your gross and net scores. The winners are determined by the highest number of points according to the following scale using your net score.

Double Bogey = 1

Bogey = 2

Par = 3

Birdie = 4

Eagle = 5

Most Pars: Combo Tees or Gold Tees

Individual Play: Record gross and net scores. If the net score is par or below, circle it. Prizes will be awarded according to the players with the most pars or better.

Pros' Delight: Combo or Gold Tees

Individual/Team Play: The pros will come up with a new or fun game for the play day.

Red Ball, Two Low Net: Gold Tees

Team Play: Each team gets a red ball. The red ball is used by a player for a hole and then rotated so that a different player uses the ball on each of the next holes. All of the players on the team are part of the rotation.

The team's score is the combination of the 2 lowest net scores of the team members. The player with the red ball gets to deduct 2 strokes from her net score to be used toward the team score. If the red ball is lost and cannot be found, the team gets no additional deductions. The team with the lowest net score wins.

Shamble: Gold Tees

Team Play: Each player hits a drive. The team picks the best drive. All of the players play from the best drive, then they play their own ball. Figure out the net score for each player. The team score is the best two net scores for each hole. Do NOT enter your score in the GHIN System.

Tee to Green: Suggested for Combo Tees

Individual Play: Keep your total score and the number of strokes you take from the tee to the green. (No putts.) Winners are determined according to the strokes taken from the tee to the green minus your handicap for each hole.

Three Blind Mice: Green/Gold Tees

Individual Play: Once the scorecards are turned in, the tournament organizer randomly designates which 3 hole scores to be thrown out for the purpose of designating winners. The scorecards will be re-tabulated and the winners are the players with the lowest net scores on the remaining holes.

Throw Out Worst Two Holes: Green/Gold Tees

Individual Play: Keep your gross and net scores. At the end of play the winner will be determined by first eliminating each player's 2 worst net scores and adding the remaining 7 scores. The player with the lowest scores wins.

Two Low Net: Gold/Green Tees

Individual/Team Play: Each person plays their own ball. To determine the team score, add the two lowest net scores for each hole. Then add the scores for each hole to determine the total team score.

Two Mulligans: Suggested for Combo or Gold/Green Tees

Individual Play: Each player has the option to replay any two shots during the 9 holes. However, if the mulligan happens to turn out worse than the player's first shot, you must still take the mulligan. You CANNOT put your score into the GHIN system.

Wipe Out the Turkeys: Gold Tees

Individual/Team Play: Each person plays their own ball. The team score for each hole is the total of the three best scores of the four-some. At the end of play, the team then eliminates the worst team score on one par 4. The final team score will only reflect 8 holes.