

## KLGA/9 2022 Description of Games (updated 2-22-22)

If the schedule indicates **choice of tees** (once/month), each player must indicate which tee box (Green, combo or Gold) when signing up on Golf Genius.

**Individual/Team Play** means that all players play their own ball, keeping their own gross score. If the players do not play their own ball every stroke, then they cannot record their scores. If the winner is a team, the game indicates how the winning team is chosen.

According to the **2020 World Handicap Rules**, players can pick up at Par +2 + their Course Handicap strokes for each hole, **ONLY** if the game format (Low Net) allows it for prizes. **If it is a flighted play day or the game is low gross, the player must hole out.**

### **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 (Teams of 2) 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: Suggested for Combo 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: Suggested for Gold 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 4<sup>th</sup> hit.

### **Bubble Game: Suggested for Gold Tees or Combo Tees**

**Individual Play:** When you land your drive on the fairway, or on the green of a Par 3, you put a bubble around your score. 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. At least 1 Drive must be used from each player of the team. The following exceptions apply depending on the game:

**Step Aside:** The person who hit the chosen shot steps aside cannot hit from the location of their ball but will play his/her ball when the best shot is chosen on the next shot.

**Cha-Cha-Cha: Choice of tees** Suggested when there are at least 4 players for each tee box.

**Team Play:** Each member of the 4-person team plays their ball throughout the round. On Hole 1, you count the best ball of the foursome. On Hole 2, you count the best 2 balls of the foursome. On Hole 3, you count the best 3 balls of the foursome. The process then repeats so that you go back to counting the best ball on the 4th hole, best 2 on the 5th hole, and so on.

**Erado: Suggested for Gold or Combo 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: Suggested for Choice of Tees**

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

**4 Clubs and a Putter: Suggested for Choice of 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 or Combo Tees**

**Individual Play:** All golfers begin the round with a set number of strokes related to their Handicaps for their tee box. 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: Suggested for Gold or Combo Tees**

**Individual Play:** Before play, circle the 2 holes you hate the most. For purposes of determining Winners, each player will receive a net par on those holes, unless your actual score is better than a par.

**Just 4 Fun: Suggested for Gold 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 Flighted or 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 or Combo 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: Suggested for Gold or Combo 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 or Combo Tees**

**Individual Play:** Keep you 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: Suggested for Gold or Combo 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: Suggested for Gold or Combo Tees**

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

**Red Ball, Two Low Net: Suggested for 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 any 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: Suggested for Gold or Combo 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: Suggested for Gold or Combo 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: Suggested for Gold or Combo 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 Gold or Combo 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: Suggested for 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.