## **GAME FORMAT**

<u>Mystery Game</u> – Play a normal round of golf. Then the Pro shall choose a game by picking out of a hat full of games. This shall be done at the end of the round. Flighted.

<u>Easy Holes</u> – Only the scores from the easiest 9 holes count for this game (2,3,4,6,8,12,15,16,17) Then 1/2 your handicap is subtracted from that subtotal. The entire round's scores are kept for entry in the computer.

<u>Low Putts</u> – In this game, only the putts are counted for game purposes. The entire round's scores are <u>kept</u> for entry in the computer.

<u>Mulligan Day</u> – 1 Mulligan is allowed each nine.

<u>Even Holes</u> – Game score consists of only your score on the Even holes (2,4,6,8,10,12,14,16,18). Please enter your complete 18-hole score into the computer

<u>5 Clubs</u> – Players choose only 5 clubs (including a putter). The remaining clubs must be left behind. Please determine your 5 clubs well before getting to the clubhouse. Individual low net scoring.

**Best Front 9 / Best Back 9** – 1 winner per flight for the best front 9 and the best back 9. Cannot win both.

<u>Stapleford Game</u> – Each player will receive points for each hole. The 2 highest scores from each flight will win.

4 pts = Birdie, 3 pts = Par, 2 pts = Bogey, 1 pt = Double Bogey.

<u>Pink Lady</u> – Each Team gets a Pink Ball. The first player on the scorecard plays the ball first. When holed out, the ball goes to the next player on the scorecard. And so forth. You write down the score of the pink ball as your team's score. When the ball is lost your team is out of the game. Each player keeps their own score to post to the computer.

<u>Shamble</u> – Team scramble where everyone tees off. Choose the best drive. Then everyone plays their own ball from that point until each ball is holed. The 2 best scores count for the team.

<u>Crossover</u> – Take the best score from either of two holes. 1 or 11, 2 or 12, 3 or 13, 4 or 14, 5 or 15, 6 or 8, 7 or 18, 9 or 17, or 10 or 16. Subtract ½ handicap from that total. Flighted

Entire round is scored for the computer.

<u>Flag Game</u> – Everyone is given a flag with their name on it. You place your flag in the ground when you have hit your handicap plus 60. EX. – If you have a 20 handicap, you add 60, which equals 80. When you have hit your 80<sup>th</sup> shot, you place your flag where it lands. The person closest to the 18<sup>th</sup> hole is the winner. Flighted.