

HHLGA 2020-2021 DESCRIPTIONS OF GAMES

TEAM Games

Anniversary Waltz (Team Event)

One net score on holes 1, 4, 7, 10, 13, 16

Two net scores on holes 2, 5, 8, 11, 14, 17

Three net score on holes 3, 6, 9, 12, 15, 18

Backward Waltz (Team Event)

Three net scores on holes 1, 4, 7, 10, 13, 16

Two net scores on holes 2, 5, 8, 11, 14, 17

One net score on holes 3, 6, 9, 12, 15, 18

Best Net Sides (Pick your partner team game)

Partners play out all holes at 100% of their handicap.

At the conclusion of the round, the partners will select the better net front and the better net back (one side from each players) to obtain the best overall net score for the round)

Better Ball of Twosome (Partner Event)

Players sign up with a partner. Players without a partner sign up single and will be paired.

Format is better ball of twosome.

Cha-Cha (1-2-1-2-3) (Team Event)

One net score on holes 1, 3, 6, 8, 11, 13, 16, 18

Two net scores on holes 2, 4, 7, 9, 12, 14, 17

Three net scores on holes 5, 10, and 15

Changing Count on Six (Team Event)

On holes 1-6 count one best net ball of foursome

On holes 7-12 two net balls

On holes 13-18 three net balls

Lowest total net score wins

Changing Partners (Team Event – Front/Back)

All players tee off – 2 balls front are partners & 2 balls back are partners

The best net ball of each partner is the team score for that hole

Partners may be different on different holes

Lowest total net score wins

Changing Partners (Team Event – Long/Short)

On every hole the players who hit longest drive and shortest drive are partners—the remaining two players are partners

The best net ball of each twosome is the team score for that hole.

Partners may be different on different holes.

Lowest total net score wins

Changing Partners (Team Event – Left/Right)

All four players tee off.

The two left drives are partners and the two right drives are partners.

The best net ball of each twosome is the team score for that hole.

Partners may be different on each hole. Lowest net 18 hole team score win.

Fifteen (15) Hole Elective (Team Event)

Score 2 Net Best Balls per Foursome. AFTER PLAY, deduct a par 3 + a par 4 + a par five team score.

Gross Quota (Pick Your Partner, Team Stableford, Flighted)

Pick Your Partner two-person Gross Stableford points game. Partners' (2) handicaps will each be subtracted from 36 and added together to equal team points required. Flights based on total points needed for all 2-person teams in the field. 5 points are awarded for an eagle, 4 for birdie, 3 for par, 2 for bogey, 1 for double bogey. Add Team points.

Left Over Twos Games (Team Event)

Pick the best 2 nets on 1st hole then use 1 of the other 2 nets on 2nd hole.

Start the sequence over the 3rd hole using the 2 best nets on....

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Match Play (Pick Your Partner Team Event)

Pick Your Partner. Your team and an opposing team of similar total handicaps will challenge each other to hole-by-hole NET scores and duel it out to the finish! Game based on Nassau Match Play format. 3 points awarded per match – 1 point front, 1 point back, 1 point total. Ties ½ point. 50% field payout since this will not be flighted.

Member/Member (Pick Your Partner Team Event)

Mixed 2-day format

Mix It Up (Team Event)

Use two best net balls per hole. One from the A/B players and one from the C/D players

NetSix- GrossSix-Net Six (Team Event)

Score 2 Best Nets on Holes 1-6, 2 Best Gross on Holes 7-12, and 2 Best Nets on Holes 13-18

Odd/Even Holes (Team Event)

On odd holes use 1 net score/on even holes use 2 net scores

Pink Ball Team Game (Individual & Team Game – Flighted)

Pink ball is rotated through team for 18 holes. Rotation is to be established on the first hole and kept consistent for 18 holes. Net score on Pink ball counts as team score and individual score on rotation hole. Loss of the Pink ball results in a team loss. If loss occurs have teams keep track of the hole where it occurred. Number pink balls and have teams turn them in at the end of round.

Opponent Nassau (Pick your partner and play as opponents, individual event)

Pick your partner but play your own ball. Challenge your partner to hole-by-hole net scores and duel it out to the finish. Gamed based on Nassau Match Play format. 3 points awarded per match—1 point front, 1 point back, 1 point total. Ties ½ point. 50% field payout since this will not be flighted.

Putting Around (Team Event)

Count one gross score, one net and one least putt score of foursome per hole.

Team may not count the same person's ball more than once (3 different balls per hole must be counted)

Random Ribbons – (ABCD Team Event)

Players draw from a set of four colored ribbons within each foursome. Team does not know which player's net score will be selected for the Team's Score until seeing that specific colored ribbon attached to the flag on each green. That player's Net Score will be used as the Team's Score for that hole. A, B, C and D players will be used 4 times each throughout the course, with two holes reflecting the Best Ball (BB) of the foursome with a separately colored 5th ribbon not assigned to any player. Handicaps should equalize the scores among teams.

Reverse 6/6/6

Use 3 low nets on holes 1-6, 2 low nets on holes 7-12, 1 low net on holes 13-18

Ringers – (Pick Your Partner – 2 Day Event)

Low Net Best Ball between partners over 2 days

Round Robin – (Team Game)

Each Player is designated A, B, C, D. On hole 1 Player A hits 2 balls from the tee, Player B selects one of Player A's balls and hits 2 balls from that location, Player C selects one of Player B's balls and hits 2 balls from that location, & Player D selects one of Player C's balls and hits 2 balls from that location. If the ball is not holed, player A selects one of Player D's balls and hits 2 balls from that location. Continue that sequence until the ball is holed.

Russell's Riddle – (ABCD Team Event)

(AKA Greenskeeper's Choice in some locales) All partners must play all holes. Team does not know which player's net score will be selected for the Team's Score until either the next tee-box or upon completion of the round. A, B, C and D players will be used 4 times each throughout the course, with two holes reflecting the Best Ball (BB) of the foursome. Game is named in recognition of Russell Thomas and HHCC Rangers.

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Shamble (Team Event – ABCD)

Each member of the foursome hits a tee shot and the best drive is selected.

From the spot of the selected drive, each player in the foursome hits their 2nd shot and continues to play their own ball to finish out the hole. Score two best net balls of four players on each hole. Lowest total team net score wins.

Six-Six-Six (Team Event)

Score best ball on holes 1 thru 6, 2 best balls on holes 7 thru 12, and 3 best balls on holes 13 thru 18.

On hole 2 the B player starts by hitting 2 drives, Player C selects one of Player B's balls and hits 2 balls from that location—continue that sequence until the ball is holed. On hole 3 the C player hits 2 drives and on hole 4 the D player hits 2 drives. Restart with A player on hole 10.

Step Aside Scramble (Team Event)

After all 4 players tee off, choose best ball, player who hit BB must step aside.

Sucker in the Bucket (Team Event)

After all 4 players have putt out; team chooses one best net score.

On the next hole after putting out, team chooses best net of 3 players whose score was not previously used.

Next hole must have best net of 2 remaining players and fourth hole the sucker (of last person to not have net previously used) is it for net score.

Repeat process 4 times. On last two holes any net score is used.

Three-Two-One (3, 2, 1) (Team Event)

Three net scores on Par 3's, Two net scores on Par 4's, One net score on Par 5's

Sweet Sixteen (Pick your partner)

Throw out your 2 worse net holes

Texas Style Tijuana Scramble (Pick your Partner)

Alternate shot event at 50% combined handicap. Both partners drive and one player's drive is selected.

Partner whose drive is not selected on the first hole, MUST DRIVE on the next hole.

Partners then alternate shots through the green. Repeat process. Each partner will have driven 9 holes.

NOTE: Since this is a scramble format, it desired, partners may replace their partner's ball with their own vs.

A true alternate shot format in which the ball used must be played down.

Vegas (Partner Event – Flighted)

Foursomes will be comprised of 2 person teams; one pair versus the other.

On each hole the 2 players on each team combine their net scores to make the lowest possible 2-digit number.

The points awarded per hole is determined by the difference between the 2 team scores.

For Example: On Team A, one player makes a net 4 and the other makes a net 5.

The scores are combined with the low number 1st making the pair a score of 45.

Team B's score was 55 (a net 5 for each players). Team A is awarded 10 points on the hole.

A maximum net score taken is 9 per individual. Highest point count wins.

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Individual Games

Beat the Pro (Individual Event)

Beat gross score of Pro or Asst. Pro with your net score.

Eclectic - (Individual Event - Flighted)

An eclectic is a multi-round Low Gross/Low Net golf event that results in a "third" 18-hole score per player. Each golfer plays 2 rounds of golf, and each golfer compares the 2 scores on each hole per round. The lowest score made on each hole is recorded, producing a single, best 18-hole score. Player's handicap is subtracted from the best 18-hole score to reach an overall Best Low Net. (Similar to Ringers, but based on Individual vs. partner play. Each round paid out separately, with Overall "Eclectic" awards provided in addition to first and second round payouts.)

Florida Scramble (Team Event)

All 4 players tee off. The player whose shot is selected must step aside for the next shot.

This method of play continues to green.

Even/Odd Holes (Individual Event-Flighted)

Count even holes net scores on front and odd holes net scores on back

F Minus P Game - (Individual – Flighted)

Each player receives 5 points for hitting the fairway (or green if par 3) from the tee. Each player then subtracts 1 point for every putt they take on a hole. The winner is the player with the most points at the end of the round.

Example: If player hits the ball onto the fairway (5 points) and then 3-putts, she scores a 2 on this hole ($5 - 3 = 2$). If player does not hit the fairway, she gets zero.

Good, Bad and Ugly (Individual Event - Flighted) (Use gross scores)

Bogies are 1 point, pars are 3 points, birdies are 6 points, eagles are 9 points.

Double bogies are -2 points, triple bogies or worse are -5 points.

Highest score wins.

Low Gross/Low Net (Individual Event - Flighted)

Individual 18 hole stroke play. Play every hole and count every stroke. Subtract full handicap for net score. Gross and net sweeps will be awarded in each flight.

Low Net (Individual Event - Flighted)

Individual 18 hole stroke play. Play every hole and count every stroke. Subtract full handicap for net score. The number of flights will be determined by the size of the field.

Low Net Plus Putts (Individual Event - Flighted)

(same as above Low Net, Plus Total Putts

(i.e.....low net 70 plus 30 putts = 100 total score)

Most Net Pars or Better (Individual Event)

Players use full handicaps and take strokes as they fall on the card.

Winners are based on the players who score the most net pars or better.

Net 6-Gross 6-Net 6 (Individual Event-Flighted)

Holes 1-6 count net score

Holes 7-12 count gross score

Holes 13-18 count net score

No Alibi (Individual Event – Flighted)

Instead of using handicaps in the normal fashion. Players get to shoot a specific number of "Do Overs." The number of Replays is $\frac{1}{2}$ of a player's handicap (round down on odd numbers).

When taking the shot again the players must use the 2nd shot and you can never replay the same shot twice.

Odd Back/Even Front (Individual Event-Flighted)

Count odd hole net scores on back nine and even hole net scores on front. Total odds and evens for your score of the day.

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Odd Front/Even Back (Individual Event-Flighted)

Count odd hole net scores on front nine and even hole net scores on back. Total odds and evens for your score of the day.

Odd Gross/Even Net (Individual Event - Flighted)

Count odd hole gross scores and even hole net scores. Total gross/net scores for your total score.

Odd Net/Even Gross (Individual Event - Flighted)

Count even hole gross scores and odd hole net scores. Total gross/net scores for your total score.

Point Game (Individual Event - Flighted)

Players use full handicaps, taking the strokes as they come on the card. 4 points are awarded for an eagle, 3 for a birdie, 2 for a par and 1 for a bogey, on a net basis. Winners have the highest number of points.

Quota Points (Individual Event - Flighted)

Subtract your handicap from 36. That is your quota points.

4 points are awarded for an eagle, 3 for a birdie, 2 for a par and 1 for a bogey, on gross basis.

Winners are based on who scored the most over their quota points

Russell's Champions (Individual Event - Flighted)

Game is named in honor of Russell Thomas. See Low Gross/Low Net Format.

Stableford – see Point Game

Step Back (Individual)

Each player starts on red tee box. If the player gets a net birdie or better, on the next hole they move back one tee. If they get a net bogey or worse, on the next hole then move forward one tee. You stay on the same tee for a par.

Sweet Sixteen (Individual)

Throw out two worse net scores and post your 16-hole score.

Tee to Green (Individual)

Score the number of strokes it takes you to land on the green. The less strokes wins.

T's and F's Holes (Individual)

You only score the T and F Holes (2, 3, 4, 5, 10, 12, 13, 14, and 15); basically it is a 9-hole game.

Throw Out the S-Holes (Individual Event - Flighted)

Count your net scores on holes:

1, 2, 3, 4, 5, 8, 9, 10, 11, 12, 13, 14, 15, 18 (i.e., throw out holes 6, 7, 16, 17)

Throw Out Three (Individual Event - Flighted)

At the end of the round, each player is allowed to "throw out" her three worst net scoring holes. The winner is the player with the lowest net score for the remaining 15 holes. The player's regular 18-hole score is posted.

Three Clubs & a Putter (Individual Event - Flighted)

Players may take and use only 3 clubs and a putter for entire 18 holes. Full handicap will apply and net scores will determine winners.