

CRRL Description of Games

The format for each Wednesday Play Day will be included on the Golf Genius invitation to play.

Not all games are played every season.

2 Person Chapman: Pick or draw partner. Both partners Tee off. Each player hits partner's ball where it landed off the tee. The ball in the best position after the second shot is chosen and alternately played by each partner into the hole. Flight determined after sign up. (NP)

3 Blind Mice: Play a regulation golf game. Deduct 3 worst holes from scores. Subtract full handicap. (P)

3 Sticks and a Putter: You will pick only 3 clubs and your putter to play the entire round. (NP)

6-6-6 Game (pick or draw partner): Holes #1-6 you play a Chapman, holes 7-12 play a Scramble, and holes 13-18 play Best Ball. (NP)

Beat the Pro: You bet your net score against the pro's net. If your net is less, you win 2½ times your bet. If you tie, you get your money back. If you lose you get ½ your bet back. All winnings paid on the Pro Shop books. (P)

Best Ball: Each team player plays their ball through to the hole. The lowest score with handicap on each hole is used for the team score. (P)

Best Nine: Choose your best holes and deduct 1/2 handicap for net score. (P)

Cha Cha Cha: On the 1st hole, the best ball of the foursome will be counted. On the 2nd hole, two best balls will be counted. On the 3rd, count the best 3. The process then repeats for the rest of the round. (P)

Cross Country: For score choose 1 or 18, 2 or 17, 3 or 16, 4 or 15, 5 or 14, 6 or 13, 7 or 12, 8 or 11, 9 or 10 etc. 1/2 handicap for net. (P)

Dreamer's Paradise: Play a regulation golf game. Substitute par for the three worst holes. For net, subtract full handicap. (P)

Dr. Pepper: Subtract Holes 10, 2, and 4 from score. Deduct 1/2 handicap for net. (P)

Duck-Duck-Goose: All players start on middle tees (white). If you bogey or better, stay on the middle tees, if you get a double bogey or worse, move up to the red tees until you get a bogey or better again. If you get a birdie or better, move back to the back tees (blue) until you ... you know what! (NP)

Fewest Putts: Play a regulation golf game. Count the least number of putts in 9 or 18 holes of play. Only shots on the "green" itself count. No handicap. (P)

Hate Holes: Play a regulation golf game. At sign up, each player selects two holes they hate...one on the front nine and one on the back nine. These two scores will be subtracted from your gross. Net is figured using the full handicap. (P)

If Ida: Gross minus 2 worst holes full handicap for net. (P)

Joker's Wild: Play a regulation golf game. Each player has a heart, club, spade, or diamond on their card next to their name. That is their suit for the game. When the hole is completed, open the envelope and check to see what suit it is, whatever it is use the person's score who has that suit. If it's the joker, the team chooses the score they want. (P)

Lone Ranger: Every hole, one player in the foursome is assigned to be the Lone Ranger. On the 1st hole, player in position 1 in the pairings will act as the Lone Ranger. On the 2nd hole, player in position 2 in the pairings will act as the Lone Ranger. On the 3rd, player in position 3. On the 4th, player in position 4. The cycle repeats throughout the rest of the round. The Lone Ranger's ball as well as the best ball of the other 3 players will be counted to determine the tournament. Nine Hardest Holes: (handicap holes 1-9) less 1/2 handicap. (P)

Odd or Even Holes: Play a regulation golf game. Score using either odd or even numbered holes; subtract ½ handicap. (P)

O-N-E-S: Play a regulation golf game. Add scores starting with "O"—i.e. "one," "N"—i.e. "nine," "E"—i.e. "eight," and "S"—i.e. "six," etc. (There are 9 holes starting with these letters.) Subtract ½ handicap. (P)

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Par Fours: Play a regulation golf game. Total all par 4s and subtract $\frac{1}{2}$ handicap. (P)

Par 3, Par 5 Pick a Par 4: Play a regulation golf game. Count all par 3s, all par 5s, and one par 4 picked by player prior to start of play. Subtract $\frac{1}{2}$ handicap. (P)

Pink Lady Scramble: Each foursome is issued a pink golf ball. Players take turns using the pink ball for one entire hole. 'A' players plays the pink ball on designated holes. 'B' player plays the pink ball on holes designated holes. 'C' player plays the pink ball on designated holes. 'D' player plays the pink ball on holes designated holes. The other three players use the scramble format, teeing off, choosing the best ball and hitting from there. When the hole is completed, two scores are added together – the score of the three players using the scramble format, plus the score of the pink ball hitter. If the pink ball is lost during play, play should continue with a replacement ball but 4 points will be added to team's final score as penalty for losing the "pink" ball. (NP)

Porcupine: When the multiple winter golf cups are in place on the course greens, a game of golf is played allowing each golfer to select their hole to "putt to" on the green. (NP)

Red/White/Blue: Start at red tees. If you get a birdie, eagle, or hole in one, you tee off from blue tees on next hole. If you get a par, tee off from the white tees; any other score, tee off from the red tees. (NP)

Roll the Dice: After finishing a hole and before starting the next hole, a die is rolled to determine which golfer's score is used for the team score on the hole that was just finished. If a "1" use A players score for the team score, "2" use B players score, "3" use C players score, "4" use D players score, "5" Team picks score, "6" Roll again. The first roll of the die should be made by the A player. Subsequent die rolls should be rolled by the golfer whose score was last used. (P)

Scotch Ball: One player tees off on each hole. Players alternate shots until ball is holed. Alternate shots continue for the entire round. Net is determined by using $\frac{1}{2}$ combined handicap. (NP)

Scramble: Everyone tees off, pick the best drive, each person plays from there and so on at each best shot chosen until ball is holed out. One team score. (NP)

SKINS: A skins game pits players in a type of match play in which each hole has a set value (usually in money or points). The player who wins the hole is said to win the "skin," and whatever that skin is worth. Holes are not halved. When players tie on a given hole, the value of that hole is carried over and added to the value of the following hole. For example, a friendly skins game might be played for \$1 per hole. If three holes in a row are played without a winner, then the fourth hole is worth \$4 (\$1 for its own value, plus a dollar for each hole that carries over). (P)

Stand Aside Scramble: Pick best drive, then that person "stands aside" and others hit from her drive and then take best shot of those ladies, then that lady stands aside and others hit and take best from there, and so on into the hole. One team score. (NP)

String Golf: 1" string per handicap or a set length of string is given to player. String can be used and cut to achieve putt until all of string is used. (NP)

True and False: Play a regulation golf game. Only the holes that start with "T" and "F" will be counted. For net, $\frac{1}{2}$ of handicap will be deducted. (P)

P: Postable Score

NP: Non-Postable Score