

Explanation of Games

Game #	Name of Game	# Players	Description	Post?
1	1-2-3	4-some	1 Best Ball on Par 5 2 Best Balls on Par 4 3 Best Balls on Par 3	Yes
2	2 Best Balls	4-some	2 Best Balls of the 4-some, gross & net	Yes
3	3 Blind Mice	Ind	Gross & net on all holes, less handicap. Pro will pick 3 holes to throw out.	Yes
4	Beat the Pro	Ind	Player's individual net score is compared to the Pro's gross score to determine the winners.	Yes
5	Best Nine	Ind	Gross & net, less ½ handicap.	Yes
6	Best Nine Modified	Ind	Choose your best 9 holes. Must be made up of 2-par 3's, 2 par 5's & 5 par 4's. Your choice which holes in each category.	Yes
7	Chapman	2-some	Both partners hit their ball from the tee. Second shot, play partner's ball. Third shot, pick the best ball and play a scramble until hole is completed.	No
8	Color Me Red/Yellow	Ind	Gross & net play from a combination of red and yellow tees. Yellow tees on the odd holes and red tees on the even holes as indicated on the scorecard.	No
9	Eclectic Spring & Fall	2-some	Partners Best Ball. Maximum 8 stroke handicap differential. Players will attempt to improve their score hole by hole, gross and net, on the 2 nd day.	Yes
10	Even Holes	Ind	Gross score on even numbered holes (1-18) less ½ handicap.	Yes
11	Field Day	Ind	Creative Tees/lots of fun	No

12	Gross & Net	Ind	Gross & net scores on all 18 holes.	Yes
13	Hate'em	Ind	Gross & net. Before you begin, choose 3 holes you hate (1 Par 3, 1 Par 4 & 1 Par 5). Circle those holes and give yourself a par on each hole for the game. You must play the selected holes for posting purposes & holes cannot be changed after you tee off.	Yes
14	Hatfield's & McCoy's	Team	A team event with teams determined by handicap. Play your 18 holes and scores will be done for the team.	Yes
15	If I'd a Only	Ind	Medal play. Throw out the worst hole, less handicap for the hole. Post total score for handicap.	Yes
16	Match Play	2-some	Individual hole by hole, less handicap for that hole.	Yes
17	Medal Play	Ind	Gross score for all 18 holes, less handicap.	Yes
18	Member-Guest	Team	RLPWGA members invite guests to play at RLP. Events include golf, luncheon and other social events.	Yes
19	Mutt & Jeff	Ind	Only par 3's and 5's count. Take handicap strokes on each of these holes. Total the score of selected holes for low gross & net game.	Yes
20	Odd Backside	Ind	Played as two separate nines. Use even numbered holes on the front nine (2,4,6,8) and odd numbered holes on the back nine (1,3,5,7,9) less ½ handicap.	Yes
21	Odds & Evens	2-some	Two person team, one player hits the tee shot on even holes, the other player hits tee shots on odd holes. On each hole the rest of the hole is played with alternate shots until the ball is holed.	No
22	Odd Holes	Ind	Gross score on odd numbered holes, less ½ handicap	Yes
23	O.N.E.S.	Ind	Count holes (1-18) beginning with O.N.E.S. (one, six, eight, nine, etc.), less ½ handicap	Yes
24	Orange Ball	4-some	Two best scores of 4-some, one score being the Orange Ball which rotates sequentially through the 4-some. The 2nd score is the best ball of the remaining 3 players.	
25	One Person Scramble	Ind	Any stroke may be replayed once, HOWEVER, you must use your 2 nd shot even if it is not better than your 1 st shot. If you decide to re-hit a shot, you do not count your 1 st shot but you must count your 2 nd shot and any penalty you may incur with the re-played shot.	No
26	Par Fours	Ind	Gross score on all par 4's, less ½ handicap.	Yes
27	Partners	2-some	Best ball of partners, max 8 stroke handicap difference	Yes

	Best Ball		between partners.	
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28	Partner's Relay	2-some	Player's score on front nine is added to partner's back nine, less ½ of combine handicap. Maximum of 8 stroke differential.	Yes
29	Pinehurst	2-some	This is a modified "Scotch Twosome". Partners tee off then hit each other's tee shot. The better 2 nd ball is selected (other ball is picked up), then partners hit alternating shots until holed out. Max 8 stroke differential.	No
30	Putts Only	Ind	Medal play as per SCGA rules. Count putts on green only.	Yes
31	Red Tag Scramble	4-some	4-some event. Each player is allowed to "red tag" 3 clubs which are the only clubs they may use in the scramble. Player's may not use each other's clubs.	No
32	Red, White & Blue	4-some	4-some event where the number of balls used to score is determined by the color of the flag of the green. For red flags, use 1 best ball. For white flags, use 2 best balls. For blue flags, use 3 best balls. Play all holes out to make this a post-able score.	Yes
33	Ringers	Ind	The Ringer Tournament is an on-going eclectic. Players try to better their scores on a per hole basis. The tournament starts on the 1 st ladies club play day in January and ends on the last Saturday play day in April. A maximum of 17 games can be played and must include North, West and South nines to qualify. January handicaps are used throughout the tournament. The Ringer tournament is played on official Ladies play days only.	N/A
34	Scramble-Step Away	4-some	4-some event. All players tee off, then select the best drive. The player whose shot is selected "steps away" for that shot while the remaining three hit their ball from that location. Continue this way until the ball is on the green. All players putt.	No
35	Scramble	4-some	All players tee off and select the best shot. All players in the group hit their ball from that location. Continue this type of play until the hole is completed. All players putt.	No
36	Shamble	4-some	All team members tee off. Best tee shot is selected. All players play 2 nd shot from this spot. Then all play their own ball for the rest of the hole.	No
37	Shotgun	Team	All players start at the same time on assigned holes.	Yes

38	Solheim Cup	Team	Team event. Teams are determined by handicap. Two members from each team play against two members from the opposing team in each 4-some. Holes 1-6: partners play scramble; holes 7-12: best ball of the pair; holes 13-18: alternate shot. Scoring instructions will be given out on the day of the event.	No
39	Sucker in a Bucket	4-some	4-some game. Each player's score must be used once, but only once every 4 holes.	Yes
40	T's & F's	Ind	Gross score on all holes beginning with the letters T & F (two, four, etc.) less ½ handicap.	Yes
41	Tee Times		Make your own starting times.	Yes
42	Tin Whistle	Ind	Handicap strokes where they fall. Score each hole as: Bogey=1;Par=2;Birdie=3;Eagle=4	Yes
43	Three Pars	Ind	Gross score on all Par 3's, less ½ handicap.	Yes
44	Yellow Tees	Ind	Play from the yellow tees	No
45	Stableford	Ind	Bogey=1;Par=2;Birdie=3;Eagle=4	Yes
46	Criss Cross	Ind	Choose the best of either Handicap hole # 1 on the front or handicap hole # 1 on the back, handicap hole #2 on front or handicap hole # 2 on back, etc. For this game you will always use the top handicap number on the card. You will have a Gross nine hole score and ½ your handicap for a net score.	Yes
47	S & T's	Ind	Holes that start with an S or a T. Gross and net(strokes where they fall not half your handicap. Two,three,six,seven, ten, twelve, thirteen, sixteen, and seventeen.	Yes
	Classic Tournament	Ind	Gross score for all 18 holes, less handicap	Yes
	Club Champ	Ind	Medal play gross only	Yes
	President's Cup	Ind	Match Play	Yes