

GAMES – 2024

PLAY DAY COMPETITION

The pro shop has asked us to pick up the pace of play so we are allowing double pars and gimme putts for most play days. You are not required to play the game of the day. Record your gross and net scores in the book for handicap purposes. On Club championship days, we will not be using gimme putts and double pars, but on September 25 you may pick up your ball on the holes that you know you have exceeded the score on September 18.

3s PLUS 5s: Add scores on all Par 3s and Par 5s minus 1/3 handicap

4 PLAY: Add scores for all par 4s, minus 1/2 handicap

5 of CLUBS: Use only 5 clubs for the day which INCLUDES your putter, mark the score card that you are playing with only 5 clubs

BACK 9: ADD scores for holes #10-18. Minus 1/2 handicap

BETTER 9: Use total score from either back or front 9, minus 1/2 handicap

BLIND 9: Pro Shop will pick the 9 holes to add; Minus 1/2 handicap

EASY 6: Add scores on Par 3s and holes 4 & 12 minus 1/3 handicap

ECLETIC : Add 2 best Par 3s, Par 4s and Par 5s minus 1/3 handicap

EVEN HOLES: Add scores on all even numbered holes, minus 1/2 handicap

FAIRWAYS HIT : Circle each hole where your drive lands in the fairway.

FLAG DAY: TAKE ½ OF HANDICAP, ADD TO 71. Place flag next to cart path where that shot stops. Full explanation will be distributed prior to the game.

FRONT 9: Add scores from holes 1-9, minus 1/2 handicap

FUN SHAMBLE : NOT A SHOTGUN DAY. Make your own tee time & group. Use the best drive of your group on each hole, then play your own ball through the green.

HALLOWEEN SCRAMBLE: Play regular scramble, take turns playing with Orange Ball. You play the Orange Ball for the whole hole. Then rotate players using the Orange

Ball in the same order. If the Orange ball gets lost, your team is disqualified. You may rent an extra orange ball for the day.

HOW LOW COULD YOU GO!: Add your 9 lowest scores minus 1/2 handicap

IF IDA: Revert score on 3 "blow up" holes to par. Total score minus full handicap.

IT WILL BE A LONG DAY!: Add scores on all par 5s and holes 2, 6 & 16 minus 1/3 handicap

LET'S FEEL GOOD ABOUT GOLF AGAIN: Add 9 lowest scores minus 1/2 handicap

LOW NET: Add scores on all holes, minus full handicap

LOW PUTTS: Keep track of all putts (including Gimme Putts) on each hole.

ODD HOLES: Add scores from all odd numbered holes, minus 1/2 handicap

SCRAMBLE: Use Pro Shot as drive (counts as 1 stroke), 8 Sure Putts per Team, No Mulligans. Must declare Sure Putt before anyone hits a putt.

STRIKE 3: Add scores of all holes, throw out 3 worst scores, minus full handicap

SWEET 16: Add scores of all holes, subtract score of 1 hole on front nine and 1 hole on back, minus full handicap

WATERLOGGED: Add scores on holes #3, 6, 7, 10, 12, 13, 15, 17, 18; minus 1/2 handicap