

# Okanagan Ladies League Game Descriptions

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### **Chicago**

Record your gross score for each hole. Using your gross score, on a separate line record your points according to the Chicago scoring method:

- Bogey = 1 point (no points for double bogey or higher)
- Par = 2 points
- Birdie = 4 points
- Eagle (2 under Par) = 8 points

Total your Chicago points for 18 holes (the more the better). Next, take 39 and subtract your handicap. For example,  $39 - 25 \text{ hdp} = 14$ . Finally, subtract your Chicago points from this number to get your game score. The lowest game score wins. The key: play well and avoid doubles or higher.

### **Criss Cross**

Record your gross score for each hole. At the end of the round, compare holes 1 and 10, and choose the lowest score. Next, choose your lowest score between holes 2 and 11, then holes 3 and 12 and so on until you have nine scores. To calculate your game score, subtract half of your handicap from the total of the 9 holes. The lowest game score wins. The key: play well on the holes that count.

### **Fewest Putts**

Record the number of putts you take for each hole. You must putt out – no gimmies. The total number of putts you take for 18 holes is your game score. Only putts on the putting green count. For example, if your first putt goes off the green and then you putt into the hole from the fringe, your putting score for that hole is 1. The lowest game score wins. The key: have a hot putter.

### **Flexible Strokes**

The goal of the game is to make as many birdies as you can. Determine your handicap based on the tee box you will play from, for example, 15. You can use one or more of your 15 strokes on any of the 18 holes. For example, to maximize your score on a difficult hole you could use 2, or even 3 of your handicap strokes. Before you tee off on a hole, you must declare whether you are using strokes, and if so how many.

The total number of net birdies or better is your game score. The highest game score wins. The key: make lots of birdies, net or natural.

### **Front Putts and Back Net**

Record the number of putts you take for each hole on the front nine, and your net score for each hole on the back nine. Add the two totals together to get your game score. Only putts on the putting green count. For example, if your first putt goes off the green and then you putt into the hole from the fringe, your putting score for that hole is 1. The lowest game score wins. The key: start with a hot putter and finish strong.

### **Hidden Holes**

Record your net score for each hole. At the end of the round, you will find out the nine holes that count for the game. The total net score (using the appropriate 9 holes) is your game score. The lowest game score wins. The key: play well on the holes that count.

### **Hidden Partner**

Record your net score for each hole. At the end of the round, you will find out the name of your partner. You and your partner will record your individual net scores on the game scorecard. To create a combined best net, select the best net score for each hole between the 2 of you. The lowest combined best net wins. The key: play well and get a lucky draw.

### **Low Gross/Low Net**

Record both your gross score and your net score per hole. You will have two game scores for 18 holes; a gross score and a net score. There are three prizes per flight. Low gross wins first prize, low net scores win second and third. You can only win either low gross or low net, not both. The key: play your best game whatever your handicap.

### **Mutt and Jeff**

Record your gross score for each hole. At the end of the round, total your gross scores for the 9 designated holes listed below. Next, subtract half of your handicap to calculate your game score. The lowest game score wins.

The long holes are: A, B, C and D; and the short holes are: E, F, G, H and I. The key: play well on the holes that count.

### **Mulligan Stew**

Record your gross and net score for each hole. Each player hits TWO balls off the tee in succession. Decide which ball you want to play (the best ball) and pick up the other. Go to your best ball and from there, and for each subsequent shot, you can hit TWO balls, picking up the other ball and playing your best ball until you hole out. You may lift, clean and place both your first and second ball on each shot but the spot must be on a similar surface to where the best ball landed.

This is an individual game not for posting. Prizes are awarded as for a typical Low Gross/Low Net game with three prizes per flight: low gross wins first prize; low net scores win second and third. You cannot win both low gross and low net.

The game is essentially "One Player - Best Ball" designed to see if you can improve with Mulligans. Do your best, learn what you are capable of scoring, and have fun! Keep in mind you will hit and pick up more shots than normal; consider taking a riding cart. To help pace of play, the draw is for groups of three. Take note of the following time-savers:

- Bring plenty of balls (preferably ones you don't mind losing) and mark them so they are easily identified as yours.
- Spend minimal time or none at all looking for a wayward ball in the brush; go straight to your best ball.
- Coordinate to pick up each other's undesirable balls and play ready golf.
- You don't have to hit a second shot if you so choose and you don't have to record which of your two shots you played, although you might like to keep track for your own interest.
- Bring extra ball markers and be prepared to mark and pick up for other players on the green so the player who is putting has a clear path to the hole on her second try. You don't have to mark where your first ball on the green was played, but try to play the second ball from the same spot.

### **Odd or Even**

Record your net score for each hole. At the end of the round, you will find out whether the game counts the scores for the Odd or the Even holes. The total net score (using the appropriate odd or even 9 net scores) is your game score. The lowest game score wins. The key: play well on the selected holes; odd or even.

### **ONES**

Record your net score for each hole that begins with the letter: O, N, E or S. There are nine holes: 1-One, 6 - Six, 7-Seven, 8-Eight, 9-Nine, 11-Eleven, 16-Sixteen, 17-Seventeen, and 18-Eighteen. The total net score for these 9 holes is your game score. The lowest game score wins. The key: play well on the holes that count.

### **Par Battle**

Record your net score for each hole. On a separate line, record your points (plus or minus) according to the scoring method for each hole:

- Holes 2, 3, 5, 7, 8, 9, 12, 13, 14 and 16 = add 5 points for net par or better
- Holes 6, 10 and 17 = add 10 points for net par or better
- Holes 4, 15 and 18 = subtract 5 points if you do not score net par or better
- Holes 1 and 11= subtract 10 points if you do not score net par or better

The point total is your game score. The highest game score wins. The key: make par on the holes that pay well and avoid giving points back on the five holes that can cost you.

### **Par Points**

Record your net score for each hole. Using your net score, on a separate line record your points according to the Par Points scoring method:

- Double Bogey (or higher) = -2 points
- Bogey = -1 point
- Par = 1 point
- Birdie = 2 points
- Eagle (2 under Par) = 3 points

The total of your Par Points for 18 holes is your game score. The highest game score wins. The key: play well and consistently.

### **Putts Minus Fairways**

Record the number of putts you take for each hole. You must putt out – no gimmies. Only putts on the green count. For example, if your first putt goes off the green and then you putt into the hole from the fringe, your putting score for that hole is one.

For each hole, subtract one from your putting score if your tee shot landed on the fairway or hit the green on a par 3. For example, if you hit the fairway and one-put the green your score is zero for the hole. The lowest game score wins. The key: straight tee shots and awesome putting.

### **Stableford**

Record your net score for each hole. Using your net score, on a separate line record your points according to the Stableford scoring method:

- Bogey = 1 point (no points for double bogey or higher)
- Par = 2 points
- Birdie = 3 points
- Eagle = 4 points

The total number of Stableford points for 18 holes is your game score. The highest game score wins. The key: play steady and avoid doubles or higher.

### **Ts and Fs**

Record your net score for each hole that begins with the letter T or F. There are nine holes: 2-Two, 3-Three, 4-Four, 5-Five, 10-Ten, 12-Twelve, 13-Thirteen, 14-Fourteen, and 15-Fifteen. The total net score for these 9 holes is your game score. The lowest game score wins. The key: play well on the holes that count.

### **Tee Shots and Putts**

Record the easy math for your score on each hole: your tee shot minus the number of putts you take for each hole. You get 5 points if your tee shot is on the fairway, or for par 3s, if your ball is on the green. You get 0 points if you miss. Next, subtract the number of putts you take to complete the hole. For example, if your tee shot is good and you take 3 putts, your score for the hole is 2. If you miss your tee shot and have 2 putts, your score for the hole is -2. Only putts on the putting green count. For example, if your first putt goes off the green and then you putt into the hole from the fringe, your putting score for that hole is 1. The total for 18 holes is your game score. The highest game score wins. The key: accurate tee shots and a hot putter.

### **Throw Out**

Record your net score for each hole. At the end of your round, "throw out" your 3 worst net holes. The total net score of the remaining 15 holes is your game score. The lowest game score wins. The key: isolate your bad holes.

## **Tombstone**

At the first hole you will receive a flag with a label on which to print your name and Tombstone number. Your Tombstone number is your adjusted handicap, plus par for the course. For example, if your handicap is 25 and par is 72, your Tombstone number is 97. Remember to adjust your handicap if you are playing the Red or Combo tees.

Play your regular game, and when you shoot your Tombstone number plant your flag where the ball came to rest (close enough, but out of play). If your ball is on the green, plant the flag to the side. If more than one player makes it to the clubhouse with her flag, a draw will determine the winner. The key: finish with your flag.

## **Team Game - Pink Ball Plus**

Two games in one: each team will have a gross score and a net score. The Gross score is the team's pink ball score, and the Net score is the best net score per hole for the team.

Two score cards are used. Write the team members' names in the same order on both cards. The order you choose determines the hole assignments in the pink ball game.

### **Pink Ball Gross:**

- Use the scorecard to track which player plays the hole with the pink ball. You can choose any order, but you must stick with that rotation. For example, Player A uses the pink ball on the first hole, B on the second, C on the third, D on the fourth, then back to A on the fifth and so on.
- For teams of 4, on the last two holes, pick any two players to complete the round. For teams of 3, each player will play 6 holes with the pink ball.
- You cannot substitute another ball for the pink ball. If you lose the pink ball, your team is out of the pink ball game, but can still compete for the team low net game.
- Record the pink ball gross score for each hole on the line for the relevant player. The gross score for the 18 pink ball scores is your game score. The lowest game score wins.

### **Team Low Net:**

- Record the net score for each player for each hole. On a separate line, record the lowest net score of all of the team players (excluding the pink ball player). You cannot use the net score of the person playing the pink ball; her score only counts for the pink ball game.
- The total net score is your game score. The lowest game score wins.

The winner of the Pink Ball Gross is not eligible to win the Team Low Net prize.

## **Team Game - Shamble**

Each player in your group tees off on each hole. The team selects the best tee shot. All players finish playing the hole shot from the selected tee shot. Only the tee shot is shared.

Record your net score for each hole. On a separate line, record the total of the two best net scores for each hole. The total of your team scores for 18 holes is your game score. The lowest game score wins. The key: combine your talents and play well as a team.

### **Team Game - Team Skins**

Record each player's net score. Total all players' net scores on a separate line for each hole. If the teams do not have the same number of players at the end of the round a hidden player's score can be used to calculate the team net score for each hole.

When all the players are in the clubhouse, each hole is called out and the team with the lowest net score for that hole wins a skin. If two teams tie for the lowest score, no skin is awarded. After the 18 holes are decided, the number of skins is counted and the prize money is divided equally by that number and distributed to the winning teams. The hidden player shares in the winnings. The key: teamwork.

### **Team Game - Texas Scramble**

Each player in your group tees off on each hole. The team selects the best tee shot. Next, all players hit their second shot from the selected tee shot. The team selects the best second shot as the place from which all the players will hit their third shot, etc. until the ball is holed. There is only one score for the team on each hole. You must use each player's tee shot three times. Record your team gross score for each hole.

The total gross score for 18 holes is your game score. The lowest game score wins. The key: combine your talents and play well as a team.

### **Team Game - The Dice Game**

Record each player's net score. The order of names on the score card determines each player's number; from 1 to 4. After the team finishes a hole, throw the die on the tee box (or cart path) of the next hole to see whose net score you must record for the game.

If the number 1 comes up use the name of the first player on the score card, etc. If the number 5 comes up, use the lowest net score in the team; if the number 6 comes up, throw the die again. If a team only has three players, use net par for the fourth player's score. The key: roll lots of 5s.

### **Team Game - Two Best Nets**

Record your net score for each hole. On a separate line, record the total of the two best net scores in your team.

If the teams do not have the same number of players, at the end of the round a hidden player's score can be used to calculate a team total. The total of your team scores for 18 holes is your game score. The lowest game score wins. The key: 2 hot players on each hole.

### **Team Game - Two by Four**

This game uses the ten par 4 holes on the course; the par 3s and 5s are not calculated. Record each player's net score for each of the par 4 holes. On a separate line record the total of the two best net scores on each of the par 4s. This is your team game score.

If the teams do not have the same number of players, at the end of the round use a hidden player's score to calculate a team total. Your game score is your team's total of all the par 4 holes (the two best nets). The lowest game score wins. There will also be a prize for the ball that is closest to an actual "Two by Four" on one of the holes. The key: rock the par 4s and rest on the par 3s and 5s.