

## GAMES WE PLAY

### MAJORS

**Club Championship** – This is the most prestigious award in our club. It is an individual stroke play tournament based on gross scores for all flights. This will be a 54 hole tournament. Awards will be provided in each flight. A trophy is awarded to the Club Champion and Runner-Up. **Players must have participated in five recognized activities during club year or played a total of 20 games in the last season as stated in the Club's Standing Rules. Post these scores as Tournament Scores.**

**President's Cup** – This is another prestigious award in our club. It will be either a 72 or 90 hole individual match play format spread out over 2 weeks. Handicap strokes will apply. A qualifying round may be held depending on the number of players signed up. After the first round, the winners of each match go into the President's Cup bracket. The losers go into the Consolation Bracket. The final 2 players from the President's Cup Bracket will meet in the final match to determine the President and Vice-President. The final 2 players from the Consolation Bracket will meet in the final match to determine the winner and runner-up in the Consolation Bracket. A trophy is awarded to the President and Vice President. **Players must have participated in five recognized activities during club year or played a total of 20 games in the last season as stated in the Club's Standing Rules. Post these scores as Tournament Scores.**

**Eclectic** – 36 hole individual stroke play tournament. The goal of this tournament is to establish an 18 hole score after round one, and then try to improve the score for each hole in the second round. Once both rounds are completed, the player picks the lowest score for each hole based on the two scores, thus creating a lowest 18 hole score. Awards will be for both Low Gross and Low Net in each flight. Participation on the first day of play is required. **Players must have participated in five recognized activities during club year or played a total of 20 games in the last season as stated in the Club's Standing Rules. Post these scores as Tournament Scores.**

**Member/Member** – This is an 18 hole stroke play using handicap strokes. The format is Better Ball of Partners for both Gross and Net. Players may pick their own partners or have the Tournament Committee assist them in finding a partner. Partners are required to have no more than 8 stroke differential between them. If greater than 8 strokes, the player with the higher handicap will have her handicap reduced to meet the 8 stroke requirement. Awards will be given for over the field Low Gross and Low Net and Low Net in each flight. **Players must have participated in five recognized activities during club year or played a total of 20 games in the last season as stated in the Club's Standing Rules. Post these scores as Tournament Scores.**

## **SPECIAL EVENTS**

### **Member-Guest**

This is a one day event that allows the members to invite guests for a special tournament. The special Events Chairman will publish applicable information.

## **MINORS**

### **ABC Flights**

18 hole individual stroke play. Awards will be given for both Low Gross and Low Net in each flight.

### **Amen Corner**

Cathedral Canyon's Amen Corner. Add up scores from holes Lake 1, 2, 3, 4, and 5 and Mountain 5, 6, 7, and 8. Take  $\frac{1}{2}$  of your handicap.

### **Beat the Club Champion**

18 hole individual stroke play with handicap. Individual Net score against the Club Champion's year-long average Net score. Awards given to those beating the Club Champion.

### **Beat the President's Cup Winner**

18 hole individual stroke play with handicap. Your scorecard will be matched against the President's Cup Winner scorecard.

### **Beat Santa**

Similar to Beat the Club Champion but this time you try to Beat Santa (Club Pro). Our Net against Santa's gross.

### **Best 6 and Worst 3**

Add the total gross score of your 6 best and 3 worst holes and subtract  $\frac{1}{2}$  handicap.

### **Best Nine**

18 hole individual stroke play. After play of round, pick your best nine (front or back) and use  $\frac{1}{2}$  handicap.

### **Big Sister/Little Sister Tournament**

18 hole Better Ball of Partners. Players may pick their own partners (or ask the Tournament Committee to help them find a partner). There must be 8 stroke or greater difference in handicap between the 2 players. Awards for Team Gross and Low Net Over-The-Field and Team Low Net by Flights.

### **Bingo, Bango, Bongo**

On each hole, the player who gets their ball on the green first, regardless of strokes, get a "Bingo", the player closest to the pin once everyone is on the green gets a "Bango", the player who is first into the hole gets a "Bongo". Award one (1) point for each (it's easy to track if you use dots on your scorecard). Order of play etiquette must be strictly enforced.

### **Blind Partners**

18 hole individual stroke play with team concept. You'll play as an individual, but after all players have teed off, a blind draw will be done to pair players into 2 man teams. When scorecards are in, the Net scores for each member of the team will be combined to create a Team Net Score. You will sit with your team member if there is a Luncheon afterwards.

### **Bridgeman Best Ball**

18 hole 4 man team stroke play. Handicap strokes apply. Each player plays own ball. Use one Net best ball per hole on the first six holes, two Net best balls on the second six holes, and three Net best balls on the final six holes. Team Low Net awards will be given.

### **Cha, Cha, Cha**

18 hole 4 man team. Each player plays own ball. But a 3-hole rotation exists for determining how many scores are used to create the team score. On the first hole (cha), the one low ball counts as the team score. On the second hole (cha cha), the two low balls count as the team score. On the third hole (cha, cha cha), the three low balls count as the team score. The rotation starts over on the fourth hole.

### **Charity Tournament**

Since we have founded a Charity arm for our club, this will be another excellent way to make some money for the Charities. Format will be determined by Charity Chairperson.

### **Cookies in Your Cookie Jar or Flag**

18 hole individual stroke play with handicap. This is a modified version of the Flag Tournament. Add Par to your handicap and that's the number of cookies in your jar. Each stroke represents a cookie. Awards will be given to players with cookies left in their jar after completing their round.

### **Criers**

At the end of the round, convert your 3 worst holes to par. Use Full Handicap.

### **Criss Cross**

18 hole individual stroke play. Add best score of 1 or 10, 2 or 11, 3 or 12, 4 or 13, etc. Take ½ of your handicap. Awards will be given to lowest scores.

### **Daily Sweepstakes**

18 hole individual stroke play. Prizes are awarded for 18 holes Low Gross, 18 holes Low Net, Front 9 Low Gross, Front Nine Low Net, Back Nine Low Gross, Bank Nine Low Net, and Fewest Putts.

### **Drop Out Scramble**

This is a variation of a scramble in which the player whose ball is chosen does not hit the next shot including on the green or the next tee.

### **Field Shots**

18 hole individual stroke play. Net score with a twist. Awards paid in flights.

### **Fore**

18 hole individual stroke play. Total your score of all the Par 4 holes. Subtract ½ of your handicap. Awards paid in flights.

## **Foursomes**

Partners 18 hole stroke play. Alternate shot format. One partner tees off on ALL of the odd numbered holes and the other partner tees off on ALL of the even numbered holes. Example: Hole #1: Player #1 tees off, Player #2 hits the 2<sup>nd</sup> shot, Player #1 hits the 3<sup>rd</sup> shot, Player #2 hits the 4<sup>th</sup> shot, and so on until the ball is holed out. Hole #2. Player #2 tees off, Player #1 hits the 2<sup>nd</sup> shot, Player #2 hit the 3<sup>rd</sup> shot and so on until the ball is holed out. 50% of the combined handicaps will be used. Awards will be based on Low Net.

## **Getting to Know You**

Two best balls of the foursome with a Twist. On all Odd Holes, the two Best Balls will count. On all Even Holes, the "twist" is that there will be two (2) two-person teams per foursome and the "team" is outlined on the attached. Put the 2 scores together to make the score for the hole.

## **GNP**

This is a team event. The team score for each hole consists of 1 gross score, 1 net score and 1 lowest putt. The same player can be used for any of the scores.

## **Gross, Net, Putts**

18 hole individual stroke play. Payouts for low gross, low net and low putts in each flight.

## **Hate 'Em**

18 hole individual stroke play. You get to choose three holes that you hate and before the round starts, write down a par on each. The three holes must be one par 3, one par 4 and one par 5. At the end of the round add your score including the three pars and subtract your full handicap.

## **Las Vegas Scramble**

18 hole team event. Before play begins, assign a number from one to four to each member of your 4-person team. At each tee, all four members tee off, then the 6-sided die is thrown or rolled. Check the number that comes up on the die. If it is a 1, 2, 3 or 4, then the drive of the team member whose number matches must be used on that hole. (Example: On the first hole, all four team members hit drives. Then the number 3 is rolled. The drive hit by the team member who is designated No. 3 is the drive that must be played on this hole.) If the die comes up 5 or 6, then the team can choose the best drive among the four. The hole is then played out as a normal scramble.

## **L-C-R Wild**

18 hole team event similar to Las Vegas Scramble. Each team is given a special dice marked with an L, C, R or "dot". After all players tee off, roll the dice to determine which drive will be used. If an L is thrown, use the tee shot that is the furthest left. If a "dot" is rolled, it is wild and you may choose any drive. The hole is then played out as a normal scramble.

## **Low Net**

18 hole individual stroke play. Use full handicap. Awards paid for low Net in each flight.

## **Low Putts**

Keep track of the number of putts. Low putts wins.

**Luck of the Irish or Lucky in Vegas**

18 hole individual stroke play. While we are out playing golf, the pro shop will pick three par 3's, three par 4's, and three par 5's. Those holes will count towards the game, subtract 1/2 handicap.

**Match Play vs. Par**

Individual 18 hole match play. Handicap strokes will apply. Play with your handicap and try to beat par. The individuals winning the most holes in a match against par are the winners.

**Modified Stableford**

18 hole individual stroke play. Scorecards will reflect handicap strokes, and points will be awarded based on the Net score for each hole.

**Most 0 or 1 putt**

The player having the most 0 or 1 putts would win. Tiebreaker would be most zero putts.

**Mutt & Jeff**

18 hole individual stroke play. Add up scores from all Par 3's and Par 5's. Take 1/2 handicap.

**Net Minus Putts**

Calculate a player's net score and then subtract total putts.

**No Alibi**

18 hole individual stroke play. Instead of a player subtracting her handicap at the end of the game, the player gets a certain number of replay shots. This number is based on your handicap as follows:

Handicap 0-10	Replay shots 1
Handicap 11-20	Replay shots 2
Handicap 21-30	Replay shots 3
Handicap 31-40	Replay shots 4
Handicap 41+	Replay shots 5

When you use a replay shot, you must play that shot regardless of where it goes and you can't replay the same shot twice. Because this game uses so many replay shots, you don't have to post this game.

**Nine Easy Holes**

18 hole individual stroke play. Total the scores of the handicap holes that are the easiest. Use 1/2 handicap.

**Nine Hard Holes**

18 hole individual stroke play. Total the scores of the hardest handicap holes (i.e., Lake 1, 2, 3, 5 & 6, Mountain 1, 5, 6 & 7). Use 1/2 handicap.

**Odd – Even Holes**

18 hole individual stroke play. The odd holes on the front nine and the even holes on the back nine will be used for your total score. Take 1/2 handicap.

**Ones**

Add scores from holes starting with O, N, E, or S, i.e. 1, 6, 7, 8, 9, 11, 16, 17, & 18. Take 1/2 handicap.

**Par 3**

18 hole individual stroke play. The course will magically be transformed into a PAR 3 course. It should be good practice too.

**Partners Combined Net**

18 hole Partner stroke play. Combine scores, subtract combined handicaps. Awards will be given for Team combined Net.

**Partner Match Play for Points**

Partners BB. Each hole won scores 1 point or halves are  $\frac{1}{2}$  point. After match, points should total 18 for each foursome.

**Partner Odd and Even**

18 hole stroke play with partner. Each player plays own ball. Before starting the round, decide which partner's score will count on the even holes and which partner will take the odd holes. Add both handicaps and divide by 2.

**Pick Your Poison**

Before you go out to play, pick the 9 holes you think you will score the best. You must pick three Par 3's, four Par 4's, and two Par 5's. Total these scores after the round and deduct  $\frac{1}{2}$  handicap.

**Red, White & Blue**

This is a team event. If the Flag is red, use 1 net score. If white, use 2 net scores and use 3 net scores if flag is blue.

**Round Robin (6, 6, 6)**

18 hole team match play. This game is played in foursomes in which the two player teams change partners after each 6 holes. The round is divided in three 6-hole matches that allow each player to play with a different partner in each of the 3 matches. Full handicap will be used. Lowest Net score wins the hole.

**Skins**

18 hole individual stroke play. Scorecards will reflect handicap strokes. A "Skin" is earned when only 1 player has the lowest Net score on a given hole. Payouts will be made to Skins and Closest-to-the-hole (KP's).

**String Game**

18 hole team scramble event. Each team will receive a length of string and a pair of scissors. You can use your string at any time to improve the position of your ball and cut off that portion of the string.

**Sucker in a Bucket**

18 hole team event. Cards will be popped. On the first hole, pick one best ball for score. On the next hole, pick one best ball from the remaining 3 players, then on the next hole pick one best ball from the remaining 2 players. On the 4th hole the player whose ball has not been used is the "sucker" and this ball must be used. Repeat every 4 holes. On the last two holes, any best ball can be used, even if it's the same player.

**T&F's**

Add scores from holes that start with either a T or an F, i.e. 2, 3, 4, 5, 10, 12, etc. Subtract ½ handicap.

**T.O.E.**

Score only holes that begin with T, O, or E., i.e., (1, 2, 3, 8, 10, 11, 12, 13, and 18). Subtract ½ handicap.

**Three Clubs and a Putter**

18 hole individual stroke play. You pick which three clubs you will be using that day. Bring only those clubs and your putter.

**Three Little Pigs**

18 hole individual stroke play. Throw out your worst three holes. Use full handicap.

**Three Person Best Ball**

The two lowest net scores of the threesome will count towards the team score.

**Trophy Pin Day**

18 hole individual stroke play. Players will be paired within their flights. Awards will be given for Low Gross, Low Net and Closest to the Pin.

**Turkey Shoot**

The turkey shoot will be two person teams playing three formats. The first 6 holes will be a scramble, next six will be alternate shot and the last six will be best ball. Sign up with a partner.

**3-3-3**

Score your 3 best par 3's, 3 best par 4's and 3 best par 5's. Use ½ handicap.

**Viva Las Vegas**

Each player is assigned a card suit. After playing hole, cards will be waiting on the next tee box to let you know which net score you will use from the last hole. One-eyed jacks are wild (choose lowest net score).

**Side Games**

**Birdie and Chip-In Pots.** On most days, we have a birdie pot and a chip-in pot. Each pot is 50¢ to get in. Participation is voluntary.

**Poker Putts.** Some days we have a side game of poker putts. Keep track of putts for each hole. Everyone antes \$1 to get into the game. Pay 25¢ for each three or more putt. Get 1 poker card for each 1 putt. Best poker hand wins the pot.

**Two Club** – If you are in the 2 club and playing with someone in the 2 Club and you get a 2, collect a buck.

### **Charity Pot**

Volunteer participation only. Every time you three putt, add either 25¢ or whatever you feel you would like to donate. This pot will then be donated to the charities chosen by the Charity Committee.

### **Friends Days**

Friends Days are listed in the calendar and are just days that give us a chance to invite someone you know to play. They can play in the game if they pay the game fee of \$3.00 and have an established handicap. You will need to check in with the pro shop to pay guest fee. Guests may not get into Birdie or Chip-In pots.

### **Mini-Games**

Once a month we will have a "Mini-Game". The games will be held in the afternoon and will be short games consisting of four or five holes only. These games are a social gathering, where having fun is the key. Games will be unique and not necessarily be standard play. Games are open to all women, even if they are not members of the Women's Club, however, the members will have priority when the number of participants is limited.