

Game Descriptions – updated January 2026

Beat the Pro(s): Head and Assistant Golf Professionals will play as a two-man scramble team. The ladies will attempt to beat their score net with a two-woman scramble team (picked by the Pro Shop).

Best Ball: Teams are comprised of two or four players. Each player plays their own ball. Score the best net scores for the hole. Best ball of 2 indicates to record the best net score. Best 2 of 4 records the 2 best net scores.

Best Nine: Format is only used when playing the same 9 front and back. For each hole the best score from the front or back is used for score. Only 9 holes are scored for the game. To break ties, the combined (front and back) score for the most difficult handicap holes is used until the tie is broken.

Big & Little: Two- or four-person team. Count one best net ball of two (or 2 best net balls of 4) on all Par 3's and Par 5's. Par 4's are not counted for the game.

Blind Nine: Only nine of the eighteen holes count in the player's final net score. The nine holes that count are randomly selected by the pro shop after the game. Variation is to add additional holes such as all par 3's or all par 5's to score more than nine holes.

Chapman (Pinehurst): Two-person team. Both players hit tee shots, and then play their second shots using their partner's ball. After both players hit their second shots, the team must select one ball to complete the hole using alternate shot format until the ball is holed.

C.O.D – Carts/Opposites/Drivers: This is one best net ball of two for eighteen holes, but your partner rotates every six holes. On holes 1-6, you are partners with the person in your cart. On holes 7-12, the driver of each cart is partners with the passenger in the other cart. On holes 13-18, the drivers are partners, and the passengers are partners. Even though you have three different partners during the round, the winner is the player with the lowest net score of the combined three rotations.

Dice Game: Four person team. Each player on scorecard is numbered one through four. The team score is determined by the roll of the dice. After each hole, roll the dice once and use the corresponding players' net scores for that hole, then choose the lowest available net score of the other players. If a five or six is rolled you may use any player's score so you would record the two lowest net scores of the team.

Eight Ball: Game is played same as best ball, in teams of two or four. The eight random holes that make up the game are selected by the pro shop following the round. Variation is to add additional holes such as all par 3's or all par 5's to score more than eight holes.

Forty: Four-person team. This game is played in an ABCD format. At the end of the round, only forty scores will be counted, ten from each player. Choices must be made at the end of each hole. At that time, you can choose none, one, two, three or four scores to be counted in the forty. Indicate scores used by circling them on the scorecard. Winning team has the lowest score.

Four Person Equalizer Scramble: This is a game using a scramble format, but each player must contribute three tee shots to the scramble.

Hate Em: Individual game. Before you tee off, circle three holes on your scorecard that you hate, give yourself a par on those holes.

Individual Low Net/Gross: Net score is player's score after handicap strokes have been deducted. Gross score is full score of all strokes played.

Low Putts: Winner is the player with the lowest number of putts per round. Only count putts taken on the green.

Lucky Seven: Each team member plays and scores their own game. At the end of the round, 7 random holes are selected for the final scoring. (1-4 players)

MEETOO: Each player receives two "meetoo's" on the front nine and another two "meetoo's" for the back nine. During the round each player may share another players shot by claiming "meetoo" at which point they would play their shot from the same location. For instance, if player A hits a bad drive and player B hits a long drive down the middle they can say "meetoo" and hit their second shot from player B's location. You cannot take a "meetoo" on a putt.

Murphys: Points are awarded on your net score for a hole: -3 for a double bogey or worse, -1 for a bogey, 0 for a par, +2 for a birdie, +5 for an eagle and +8 for an albatross.

Mutt & Jeff: Each team member plays and scores their own game. At the end of the round, just the Par 5s and Par 3 holes are added for the final score. (1-4 players)

Neighborhood Scramble: 4-person scramble. Ideally create teams from your neighbors! Expand your borders, if necessary. and/or include outside members. Outside Members may also choose to have their own teams. Winning team will be given possession of the Neighborhood Championship trophy for a year. First year is a low net champion, it may rotate with gross/net yearly.

Odds & Evens: Prior to the start of the game, the four-person team will decide which two player's net scores will count on the odd holes and which two player's net scores will count on the even holes. Add the two net scores together per hole for the team's score.

ONES: This game counts only net scores on holes beginning with "ONE" or "S." There are nine of these holes, four on the front nine, five on the back nine (holes 1, 6, 7, 8, 9, 11, 16, 17, 18). This is a four-person team game where the two best net scores per hole are used for the team final score.

Pink Ball: Four-person team. Every team gets two pink balls for the round. Each player must rotate playing with the pink ball on a hole. For example, player one plays with the pink ball on hole #1, player two plays with the pink ball on hole #2 etc. You play out your hole and combine the best net score of the three remaining players plus the net score of the pink ball player. Teams finishing the round with both pink balls still in play will be allowed to deduct four strokes from their final score. Teams finishing with one of the pink balls still in play will be allowed to deduct two strokes from their final score. The team losing both pink balls during the round must use a substitute ball and continue to play the format, however no strokes will be deducted at the end of the round.

President's Cup: A flighted event of stroke play (net). Flights are determined by handicaps.

Quota Points: Pro shop subtracts handicap from thirty-six to determine each player's quota points. Winner is determined by most points over quota. Using gross score per hole, assign points as follows: one for bogey, two for par, three for birdie and four for eagle.

Reverse Waltz: Four-person team. On the first hole, you count the best net score, on the second hole you count two best net scores, on the third hole you count three best net scores and then continue one, two, three through the remaining holes.

Ribbon Scramble: Same as a Scramble (4-person), but in addition, each cart gets 3 feet of ribbon to use on the green (6 feet per team). Once you determine a ball is close enough to the hole, simply measure the ribbon from the ball to the hole. Cut and toss the used portion of the ribbon and save whatever is left to use on another hole. This will save you a stroke on the score card!

Scramble: Each player tees off on each hole. The best of the tee shots is selected and all players play their second shots from that spot. The better of the second shots is determined, and all play their third shots from that spot, and so on until the ball is holed.

Shamble: All members of a team (usually four) tee off and the best ball of the four tee shots is selected. All players move their balls to the spot of the best ball. From this point, the hole is played out at stroke play, with all members of the team playing their own ball into the hole. One, two or three best balls may be used for score as described in the schedule.

Stableford: Points are awarded on your net score for a hole. 1 point for a bogey, 2 for a par, 3 for a birdie, 4 for an eagle, 5 for an albatross.

Step Aside Scramble: Members of each four-person team play a scramble, but the golfer whose ball is chosen for each shot has to sit out for the next shot. Example: Players A, B, C and D tee off, Player B's drive is chosen as the team drive, Player B has to "step aside" - to sit out - on the next shot. Once on the green all players will putt.

Strike Three: At the end of the round, omit your three worst scores. The winner is the player with the lowest score for the remaining fifteen holes.

T's and F's: This game counts only net scores on holes beginning with "T" or "F." There are nine of these holes, four on the front nine, five on the back nine (holes 2, 3, 4, 5, 10, 12, 13, 14, 15). This is a four-person team game where the two best net scores per hole are used for the team final score.

Two Person Combined Net: Both players net scores are combined for the team final score.

Two Person Combined Stableford: The team score is determined by the total points you and your partner have earned on each hole. A net bogey is one point, a net par is two, a net birdie is three, and a net eagle is four.

Variable Best Ball: Four-person team. On Par 5's count one net score, on Par 4's count two net scores, on Par 3's count three net scores.

Waltz: Four-person team. On the first hole, you count three best net scores, on the second hole you count two best net scores, on the third hole you count one best net score and then continue three, two, one through the remaining holes.