

## **SVRLGA Golf Game Definitions:**

### **ACES:**

Once a month, all players will play as individuals for Low Gross and Low Net in their respective flights. Players will be paired in either 3-somes or 4-somes, by flights (lower handicappers playing together, mid handicappers playing together and higher handicappers playing together). In addition to the regular play of the day winners, the overall lowest Gross score and overall lowest Net score of the day will be ACES of the month. At the end of the golf season, those monthly ACES will compete with each other for the title LOW GROSS ACE OF 2016 and LOW NET ACE OF 2016 – bragging rights only! You may only be an ACE one time during the golf year allowing for a total of 4 Low Gross ACES and 4 Low Net ACES to compete for the ACE title of the year.

### **ONEF:**

This can be played in either 3-somes or 4-somes and when played as a 'Team' game, should include an A,B,C (& D) handicap player. Each player plays their regular golf game. Count all holes that begin with O, N, E & F. (IE: One, Four, Five, Eight, Nine, Eleven, Fourteen, Fifteen and Eighteen) Total Gross would be the total of just those ONEF holes. For the Net total, you use ½ the total Handicap (or if the computer will calculate the net from each of the selected holes, that would be the Net score). This game can be played as a team game, or an individual game. This is an 18 hole postable game for all players.

### **T & S:**

This can be played in either 3-somes or 4-somes and when played as a 'Team' game, should include an A,B,C (& D) handicap player. Each player plays their regular golf game. Count all holes that begin with T & S. (IE: Two, Three, Six, Seven, Ten, Twelve, Thirteen, Sixteen and Seventeen.) Total Gross would be the total of just those T & S holes. For the Net total, you use ½ the total Handicap (or if the computer will calculate the net from each of the selected holes, that would be the Net score). This game can be played as a team game or an individual game. This is an 18 hole postable game for all players.

### **MUTT & JEFF:**

This can be played in either 3-somes or 4-somes and when played as a 'Team' game, should include an A,B,C (& D) handicap player. Each player plays their regular golf game. Count all Par 3's and all Par 5's. Total Gross would be the total of the Par 3's and the Par 5's. For the Net, you use ½ the total Handicap (or if the computer will calculate the net from each of the selected holes, that would be the Net score). This game can be played as team game or an individual game. This is an 18 hole postable game for all players.

### **PAR FOR THE 4'S:**

This can be played in either 3-somes or 4-somes and when played as a 'Team' game, should include an A,B,C (& D) handicap player. Each player plays their regular golf game. Count only the Par 4's. Total Gross would be the total of only the Par 4 holes. For the Net, you use ½ the total Handicap (or if the computer will calculate the net from each of the selected holes, that would be the Net score). This game can be played as team game or an individual game. This is an 18 hole postable game for all players.

**“T” BALL:**

This can be played in either 3-somes or 4-somes and when played as a 'Team' game, should include an A,B,C (& D) handicap player. Each player plays their regular golf game. The Gross and Net 'game' scores will be the regular 18 hole score less those holes that begin with “T”. (IE: Two, Three, Ten, Twelve and Thirteen.) This game can be played as a team game or an individual game. This is an 18 hole postable game for all players.

**RED, WHITE & BLUE:**

This is a **TEAM NET** game and can be played in either 3-somes or 4-somes and should include an A,B, C (& D) handicap player. Each player plays their regular golf game. The score to be recorded as the Team Score will be One Best Net on all Par 5's, Two Best Net on all Par 4's and Three Best Net on all Par 3's. This is an 18 hole postable game for all players.

**WYOMING WALTZ, 1,2,3-1,2,3:**

This is a **TEAM NET** game and is played in either 3-somes or 4-somes and should include an A,B,C (& D) handicap player. Each player plays their regular golf game. The score to be recorded as the Team Score will be One Best Net on Hole #1, Two Best Net on Hole #2, Three Best Net on Hole #3, One Best Net on Hole #4, Two Best Net on Hole #5, Three Best Net on Hole #6 – and so on. This is an 18 hole postable game for all players.

**LONE WOLF (also known as Red Ball or Orange Crush):**

This is a **TEAM NET** game and is played in either 3-somes or 4-somes and should include an A,B,C (& D) handicap players. Each hole, the selected player (A, B, C or D) plays their own ball while the other 2 (or 3) players scramble that hole. IE: Hole #1, the A player plays as the Lone Wolf and plays their own ball for the entire hole. The other players on the team play a straight scramble for that hole. Hole #2, the B player plays as the Lone Wolf while players A, C (& D) scramble for that hole. The Lone Wolf player rotates with each hole, in the A, B, C (& D) rotation, excepting Holes 9 and 18 which are played as a full scramble with all Team players. The Team score will be the total of the Lone Wolf Player Net and the Scramble score on each hole, plus the total scramble score on Holes #9 and 18. This is not a postable game.

**FAIRWAYS & PUTTS:**

This can be played in either 3-somes or 4-somes and does not require the score card to be popped. Each player plays their regular golf game. For each Tee Shot that lands in the fairway cut (no matter how far just so long as it is in the short grass – fairway cut) the player will mark their card with a 'dot'. On par 3 holes, the Tee Shot must land on the green to record the 'dot'. Once the player's ball is on the green, the player will also record all putts for that hole. At the end of the game, the player is given five (5) points for each fairway hit. (IE: Player has hit the fairway on 11 holes during the 18 hole round. Eleven fairways times five (5) points equal 55 points.) The player has recorded a total of 33 putts for the round. The players score for the day will be the total points of fairways hit less the total number of putts for the round. In the case shown above,  $55 - 33 = 22$ . The players with the highest numbers will win the Play of the Day. This is an 18 hole postable game for all players.

**TEE TO GREEN:**

This can be played in either 3-somes or 4-somes and when played as a 'Team' game, should include an A,B,C (& D) handicap player. Each player plays their regular golf game. The individual – or team score – will be the total Gross score less the total putts for the round. If playing a Team Game, it can be either 2 Best (if played in 3-somes) or 3 Best (if played in 4-somes) for each hole. This is an 18 hole postable score for all players.

**CRAZY CRYSTAL:**

This can be played in either 3-somes or 4-somes and is a TEAM GAME. Each player plays their own ball, HOWEVER – one player each hole will be required to play with a “Crazy Crystal” ball marked with their Team Number (team number and ball will be provided upon check-in). Player 1 will play with the “team ball” on hole 1, player 2 will play with the “team ball” on hole 2, player 3 will play with the “team ball” on hole 3 and so on. If a player playing the “Crazy Crystal Team Ball” loses the “team ball” during their hole, they will replace the ball with their own ball and continue play as normal. Any team returning with their original “Crazy Crystal Team Ball” will receive a five (5) point reduction in their team score. This is an 18 hole postable score for all players.

**BEAUTY AND THE BEAST (2 Women, 1 Man Modified Scramble):**

Two SVRLGA Members ask any man with an active GHIN to be their “Beast”. Each of the three (3) players will tee off from their respective tees (men either white or gold based on required handicap qualifications). The team then chooses one ball to play. The player whose ball has been chosen may NOT hit the next shot (thus creating a real need for strategic thinking!). The other two (2) players hit the next shot, again, the player whose shot is chosen may NOT hit the next shot. (In effect, the game becomes a two (2) person scramble until holed out.) The game requires that each of the three (3) players use four (4) drives each throughout the 18 hole round. This is not a postable score game. Generally, the “Beauties” provide a nice lunch for all “Beauties and Beasts” after play.

**MODIFIED ROUND ROBIN:**

This is a TEAM GAME and should be played in 3-somes mixing teams to keep team handicaps as even as possible, however, only one A player per team (or if more A players are signed up, lowest A player team should include highest C & D handicappers). The first six (6) holes, the A player plays their own ball and the other two (2) teammates play a scramble. On holes 7 through 12, the B player plays their own ball and the other 2 teammates scramble. On the remaining six (6) holes (IE: 13 through 18) the C (or D) player plays their own ball and the other two (2) teammates scramble. The score for each hole will be the individual score plus the scramble score. This is not a postable score game.

**SHAMBLE:**

This can be played in either 3-somes or 4-somes and when played as a 'Team' game, should include an A,B,C (& D) handicap player. Each player tees off on each hole. The 'team' picks the best tee shot and all players play their own ball in from that spot. The 'team' score will be the best 2 scores (if played in 3-somes) or the best 3 scores (if played in 4-somes). This is not a postable score game.

### **THREE PERSON SCRAMBLE:**

Members pick their own 3 person team. Teams will receive \_\_\_\_\_% of their total team handicaps. This game is a straight scramble. Each person on the team will be required to use four (4) drives throughout the 18 hole round. This is not a postable score round.

### **ALTERNATE SHOT:**

This can be played in either 2-somes, 3-somes and should include mixed handicap players where teams are evenly matched so as not to have 2 A players together, or 2 C or D players together. The teams pick a constant order of Tee Off shots. (IE: 2 player teams, player 1 tees off from all odd holes and players 2 tees off from all even holes – or visa versa; 3 player teams, player 1 tees off from holes 1, 4, 7, 10, 13 & 16, while player 2 tees off from holes 2, 5, 8, 11, 14 and 17 and player 3 tees off from holes 3, 6, 9, 12, 15 and 18.) When playing in 3-somes, the alternate shot will follow the same order as the tee off order. This includes all shots until the ball is holed out. This is not a postable score game.

### **ONE PERSON SCRAMBLE:**

This should be played in 2-somes (in some cases 3-somes may work). This game will play slower than most other games. Each player plays their own scramble. Tee off 2 shots, select the best shot, take 2 shots from the spot selected, pick the best of the 2 and play 2 shots from there, and so on. When on the green, each player may putt twice from each of the selected shots. This is not a postable score game.

### **CRIERS DICE:**

This can be played in either 3-somes or 4-somes and when played as a 'Team' game, should include an A,B,C (& D) handicap player. Each player plays their regular golf game. After golf, each player rolls one dice. The number on the dice will indicate how many holes that player can throw out. IE: Player A rolls a 3, her three (3) worst holes are discarded from her score. Player B rolls a 1, so her worst hole is discarded from her score. Player C (and or D) rolls a 6, so she eliminates her worst 6 holes. If played as a 'Team' game, all players countable holes are added together to get the 'Team' score, both gross and net. If played as an individual game, each player's score is tallied for both gross and net after throwing out the number of holes the player rolled on the dice. This is a postable 18 hole postable game for all players.

### **PUTTING FOR POINTS:**

This can be played in either 3-somes or 4-somes and when played as a 'Team' game, should include an A,B,C (& D) handicap player. Each player plays their regular golf game. Once on the green, putts are counted for each player. Points will be given as follows: 3 or more putts equal 0 points, 2 putts equal 1 point, 1 putt equals 2 points and 0 putts equals 3 points. At the end of the round, all points are totaled for each player. The individual player with the most points will win, or if played as a 'Team' game, the team with the most points will win. This is an 18 hole postable game for all players.

**TWO & TWO:**

This is played in 4-somes and is a 'Team' game, which should include an A,B,C & D handicap player. Players A & B play their own ball on each hole, while the C & D players scramble on each hole. The scramble team will play at the C player's handicap. The best net score of the A & B player will be added to the net scramble score of the C & D player. This is an 18 hole postable score for the A & B players only.

**FOUR CLUBS:**

This can be played in either 3-somes or 4-somes and when played as a 'Team' game, should include an A,B,C (& D) handicap player. Each player chooses only 4 clubs to play the entire 18 hole round with, one MUST be a putter. Each player must only have the selected 4 clubs in their bag, so players must remember to leave their other clubs at home or in their car. The 18 hole round will be played as a normal, handicapped golf game by each player with only their selected clubs. This is probably not a good game to be posted, however it can be.

**TEAM CHICAGO:**

This can be played in either 3-somes or 4-somes and is played as a 'Team' game and should include an A,B,C (& D) handicap player. Each player plays their regular golf game and based on the players handicap, 'points' need to be made. A bogey is worth 1 point, a par is worth 2 points, a birdie worth 3 points and an eagle is worth 4 points. All scores are recorded as gross scores only as the handicap has been factored in to the total 'points' each player needs to make. All players 'points' are totaled at the end of the 18 hole (or 9 hole) round and the team with the points closest to the required, set points needed is the winner. This is an 18 hole postable round for all players.

**INDIVIDUAL CHICAGO:**

This can be played in either 3-somes or 4-somes. Each player plays their regular golf game. Each player is required to make a certain number of 'points' based on their individual handicap. A bogey is worth 1 point, a par worth 2 points, a birdie is worth 3 points and an eagle is worth 4 points. All scores are recorded as gross scores as the handicap has been factored in to the total 'points' each player needs to make. The player whose 'point' total is closest to the required, set points needed is the winner. This is an 18 hole (or 9 hole) postable round for all players.