

APRIL FOOL's X 3 = Three holes are chosen to be thrown out. Players do not know which three holes until play is completed. Full handicap is used.

Beat the Pro – Gross score minus full handicap VS. pro score with no handicap.

Cha, Cha, Cha (team) – One best ball on 1<sup>st</sup> hole, two best balls on 2<sup>nd</sup> hole, three best balls on 3<sup>rd</sup> hole. Repeat until 9 holes played.

Cha, Cha, Cha (player only) – One net score from a Par 5, Two net scores from two different Par 4's, Two net scores from two different Par 3's.

Total is your game score.

Designated Scramble (team) – Must use Drive and Putts from player designated on scorecard for each hole. All other shots are played as best balls.

EX – One player is designated as the driver on each hole. The team MUST use her drive. All players play to the green as a scramble/best ball format until you are all on the green. Once on the green, you may choose the best ball. Player designated as putter MUST play ball into the hole.

Even Holes – Total of all even holes less 50% handicap.

Fairways Minus Putts – If you hit your drive in the Fairway you get +5 points. All putts are counted as negative scores. EX – You hit the fairway (+5) and then you take 3 putts (-3) to hole the ball. Your score for that hole is +2. If you miss the fairway and use 3 putts your score would be -3 for that hole. On par 3's you must drive the green to get a +5.

Fewest Putts – Total of all putts used for game. Putts only count if you are hitting on the green.

Hard Ball – Only the 5 hardest handicap holes count for your score. These holes will be listed on scorecard.

Hate 'Em – Before play select 3 holes that are not to be added to your total score. Game score is the total of the remaining 6 holes.

If Only – Total gross score minus one worst hole and then subtract full handicap from score.

Las Vegas Scramble—Play with a 6-sided die. Player's have a number (1-40, as listed on the scorecard). After everyone tees off, roll the die. The number that comes up is the drive that must be used on that hole. If a 5 is rolled, roll again: if a 6 is rolled, choose the best drive. After that, it is a regular scramble.

Match Play – Each hole is won, lost or tied based on players net scores. Points are awarded as 1 for a win, 0 for a loss and ½ for a tie. You are playing only against your foursome.

Medallion, Low Gross – Gross score game.

Medallion, Low Net – Low net game with 100% handicap.

No Alibi's – Players will be assigned a number of shots to be replayed based on their handicap. The number of shots will be listed on scorecard. The player is only allowed to replay a particular shot one time and must accept the result of the second shot.

NO Par 3's – Game score is gross minus all par 3's.

O.N.E.S. – Use total of scores for holes starting with these letters and deduct 50% handicap.

Par 3's – Net score of only par 3's. Pops are on scorecard.

Par 4's – Net score of only par 4's. Pops are on scorecard.

Points – Use pops on each hole for net score. Player is awarded 1 point for each net par, 2 points for each net birdie, 4 points for each net eagle and 8 points for a net double eagle.

Regular Scramble – All players drive. Choose best ball and all players then shoot from that spot. Continue until ball is in hole. Must use 1 drive from everyone.

Shamble – All players tee off. Choose the best drive and all players play their own ball from there until the ball is holed. Count two best net scores from the 4 players. 90% handicap is used.

St. Patty's Day – Count the number of shamrocks on the ball found in each hole. Take that number of best net scores for your team score on that hole.

T's and F's – Total of all holes beginning with a T or F less 50% handicap.