TOURNAMENT OF THE DAY

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NASSAU
BEST 9 OF 18

Individual Play

Game Description:
Select your 9 best of 18 holes

What to put on two cards to hand in:
Gross scores for all holes; circle holes to be used for game

How to fill in score sheet:
Gross scores for tournament holes only; ½ handicap for net – max 18

Tie Breaker:
Use first handicap hole that both have used, where scores differ

Prizes:
Low Gross Best 9 AB
Low Gross Best 9 CD

First Low Net Best 9 AB
First Low Net Best 9 CD

Second Low Net Best 9 AB
Second Low Net Best 9 CD
BLIND NINE

Individual Play

Game Description:
After round, first foursome in will draw 9 holes to be used for tournament. If possible, highlight the column of the holes to be used.

What to put on two cards to hand in:
Gross score for all holes

How to fill in score sheet:
Gross scores tournament holes only; ½ handicap for net – max 18

Tie Breaker:
Handicap holes of ONLY the holes used for the tournament

Prizes:
Low Gross Blind Nine AB
Low Gross Blind Nine CD

First Low Net Blind Nine AB
First Low Net Blind Nine CD

Second Low Net Blind Nine AB
Second Low Net Blind Nine CD

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JUST PLAY GOLF

Individual Play

Game Description:

Play your own ball for 18 holes.

What to put on two cards to hand in:

Gross Scores

How to fill in score sheet:

Gross Scores – full handicap – max 36

Tie Breaker:

Handicap holes

Prizes:

Low Gross AB
Low Gross CD
First Low Net AB
First Low Net CD
Second Low Net AB
Second Low Net CD

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ODDS AND EVENS

2 person team

Game Description:

Before playing decide who will be "Odds" and who will be "Evens" in your twosome and indicate that on the league score sheet before start.

Take strokes where they lie on appropriate holes. Maximum 2 handicap strokes per hole. Each person will play the full 18 holes.

What to put on two cards to hand in:
Gross and Net scores for “odd” and “even” holes

How to fill in score sheet:
Individual gross and net scores for Odd and Even holes

Incomplete Teams:
Blind draw will be used by tournament committee to complete a team score

Tie Breaker:
Use handicap holes

Prizes:
Low Gross Team Score
First Low Net Team Score
Second Low Net Team Score

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LEAST PUTTS

Individual Play

Game Description:

Play your own ball for 18 holes. Keep track of your putts.

What to put on two cards to hand in:

Gross Score and Putts

How to fill in score sheet:

Gross / Putts for each hole – total putts

Prizes:

Least Putts Division A
Least Putts Division B
Least Putts Division C
Least Putts Division D
MAKE MY DAY

Individual Play

Game Description:
Play your own ball for 18 holes.

What to put on two cards to hand in:
Gross on each hole

How to fill in score sheet:
Gross for Holes 1, 3, 5, 6, 11, 12, 13, 16, 17; Subtract ½ your handicap – max 18 pts.

Tie Breaker:
Handicap holes of Easiest Holes

Prizes:
Low Gross Easiest Holes AB
Low Gross Easiest Holes CD
First Low Net Easiest Holes AB
First Low Net Easiest Holes CD
Second Low Net Easiest Holes AB
Second Low Net Easiest Holes CD

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STEP-AWAY SCRAMBLE

4 Person Team

Game Description:
All four players tee off on Hole 1 ONLY. All members proceed to the best drive. The one who hit the best ball steps away from the next shot; the other 3 hit. The best of the second shots is selected and the player who hit it, sits out the third shot. Repeat this all the way to the cup (including putts). NO practice shots are allowed.

The handicap for this format will be calculated by the tournament committee, by averaging the 4 individual course handicaps.

Incomplete teams
Threesomes will have players play one extra ball. The first six holes to the golfer with the highest handicap, holes 7 through 12 to the next highest handicap golfer, and the final six holes to the lowest handicap golfer.

What to put on two cards to hand in:
Team Score for each hole

How to fill in score sheet:
Team score for each hole

Tie Breakers:
Handicap holes

Prizes:
1\textsuperscript{st} Low Team Score
2\textsuperscript{nd} Low Team Score
ODD HOLES

Individual Play

Game Description:

Play your own ball for 18 holes.

What to put on two cards to hand in:

Gross Score, circle Odd holes

How to fill in score sheet:

Gross odd holes – ½ handicap – max 18

Tie Breaker:

Handicap holes for odd holes only.

Prizes:

Low Gross Odd Holes AB
Low Gross Odd Holes CD

First Low Net Odd Holes AB
First Low Net Odd Holes CD

Second Low Net Odd Holes AB
Second Low Net Odd Holes CD

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PRESIDENT'S CUP

Individual Play

Game Description:

Play your own ball for 18 holes.

President's Cup goes to Low Net score of the day. Winner will be announced at the end-of-year luncheon.

What to put on two cards to hand in:
Gross Scores

How to fill in score sheet:
Gross Scores – Full Handicap – max 36

Tie Breaker:
Use handicap holes

Prizes:

*First Low Net = President's Cup; Cash Prize & Pres Cup at Awards Day

Low Gross AB
Low Gross CD

First Low Net AB
First Low Net CD
Second Low Net AB
Second Low Net CD

*President’s cup winner independent of weekly winners
LEMON BALL

4 Person Team

Game Description:

Team members will decide the order of play with the lemon ball. This order must be continued for the entire 18 holes no matter how many are on your team.

The lemon ball must be used when it's your turn. The team is disqualified if the lemon ball is lost.

Take strokes where they lie on appropriate holes. Maximum 2 handicap strokes per hole.

What to put on two cards to hand in:
Gross and Net Scores – circle lemon ball score

How to fill in score sheet:
Gross & Net Lemon Ball Scores only across Players name

Incomplete teams:
Each player has lemon ball for 6 holes, using rotation

Tie Breaker:
Use handicap holes

Prizes:
Low Gross Team Score
Low Net Team Score
ZIG ZAG

Individual Play

Game Description:

Play your own ball for 18 holes.
Compare scores of holes 1 and 10 and take the lower score. Do the same for holes 2 and 11, 3 and 12, etc.

What to put on two cards to hand in:
Gross Score, circle the holes you have selected for front and back 9

How to fill in score sheet:
Gross score on selected holes from front and back nine – ½ handicap – max 18

Tie Breaker:
Use first handicap hole that both have used, where scores differ

Prizes:
- Low Gross Zig Zag AB
- Low Gross Zig Zag CD
- First Low Net Zig Zag AB
- First Low Net Zig Zag CD
- Second Low Net Zig Zag AB
- Second Low Net Zig Zag CD
**BEST BALL of FOURSOME**

**4 Person Team**

Each person on the team plays her own ball.

Take strokes where they lie on appropriate holes. Maximum 2 handicap strokes per hole.

Select the best score of the foursome. It is NOT required that the same ball be used for Gross and Net scores.

**What to put on two cards to hand in:**
Gross and Net Scores and circled best ball of foursome.

**How to fill in score sheet:**
Gross and Net scores for team

**Incomplete Teams:**
Blind draw will be used by tournament committee to complete a team score. Draw will be from missing division (ABC or D)

**Tie Breaker:**
Handicap holes

**Prizes:**
Low Gross Team Score
Low Net Team Score
TEXAS SCRAMBLE

4 Person Team

Game Description:
Each member of the team hits from tee. All members proceed to the best drive. Each member drops her own ball at this point and plays her own ball from this point forward.

Stroke your card and use the team member with the best score for the hole as your team score. 2 strokes max per hole. It is NOT required that the same ball be used for Gross and Net scores.

You must use a minimum of 3 drives from each team member.

Incomplete teams:
Threesomes will have players play one extra ball. The first six holes to the golfer with the highest handicap, holes 7 through 12 to the next highest handicap golfer, and the final six holes to the lowest handicap golfer.

What to put on two cards to hand in:
Gross and Net Score for each hole

How to fill in score sheet:
Gross and Net Team Score

Tie Breaker:
Use handicap holes

Prizes:
1st Low Team Net Score
2nd Low Team Net Score

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MUTT AND JEFF

2 Person Team

Game Description:
Everyone will tee off on the first hole. The players with the longest and shortest drives will be one team. The two middle distance drives will be the other team. Set up your score cards in teams after the first drive, when teams are established.

Only par 3 and par 5 holes count.
Partners total scores for the team gross score. For ex, if on the second hole one player has a 6 and the other has a 7, the score that would be posted for that hole is a 13/Net = 13-total handicap both players

What to put on two cards to hand in:
Gross and Net on each hole. Circle the two scores for each team on par 3s and 5s only.

How to fill in score sheet:
Team gross and net scores for the par 3s and 5s only

Incomplete Teams:
Blind draw will be used to complete a team score of single player

Tie Breakers:
Handicaps holes for par 3s and 5s only

Prizes:
Low Gross Team Score
First Low Net Team Score
Second Low Net Team Score
Best Ball of 2-Person Team

2 Person Team

Game Description:
Each person plays her own ball. Select the best ball of twosome for each hole.

Take strokes where they lie on appropriate holes. Maximum 2 handicap strokes per hole. It is NOT required that the same ball be used for Gross and Net scores.

What to put on two cards to hand in:
Gross and Net on each hole; circle best ball

How to fill in score sheet:
Gross and Net on each hole

Incomplete Teams:
Blind draw will be used by tournament committee to complete a team score.

Prizes:
Low Gross Team Score
First Low Net Team Score
Second Low Net Team Score
RIBBONS

4 Person Team

Game Description:

Before you begin play, each person on the team chooses a color for the day. Indicate on your score card who has which color. Take strokes where they lie on appropriate holes. Maximum 2 handicap strokes per hole.

As you approach each green, you will notice a colored ribbon attached to the flag stick on each hole except 9 and 18. The player whose color matches the ribbon is the one that counts for that hole. Each player will therefore play 4 holes. On holes 9 and 18, use the best ball of the team for Gross and Net. It is NOT required that the same ball be used for Gross and Net scores.

What to put on two cards to hand in: Gross and Net on each hole, circle score of color to be counted

How to fill in score sheet: Gross and Net for each hole of player representing the hole color

Incomplete Teams: Blind draw will be used by tournament committee to complete a team score. Draw will be from missing division (ABC or D)

Tie Breaker: Use handicap holes

Prizes: Low Gross Team Score Low Net Team Score

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TEN

Individual Play

Game Description:
Each person plays her own ball.

What to put on two cards to hand in:
Gross on each hole

How to fill in score sheet:
Gross and Net on Holes 2, 3, 8, 9, 10, 11, 12, 13, & 18; Subtract ½ your handicap – max 18 pts.

Tie Breaker:
Use handicap holes

Prizes:
Low Gross TEN Holes AB
Low Gross TEN Holes CD
First Low Net TEN Holes AB
First Low Net TEN Holes CD
Second Low Net TEN AB
Second Low Net TEN CD
CHALLENGE ‘EM

Individual Play

Game Description:
Each person plays her own ball.

What to put on two cards to hand in:

Gross on each hole

How to fill in score sheet:
Gross for Holes 2, 4, 7, 8, 9, 10, 14, 15, 18; Subtract ½ your handicap – max 18 pts.

Tie Breaker:
Use handicap holes

Prizes:
Low Gross Odd Holes AB
Low Gross Odd Holes CD
First Low Net Odd Holes AB
First Low Net Odd Holes CD
Second Low Net Best 9 AB
Second Low Net Best 9 CD
EVEN HOLES

Individual Play

Game Description:

Play your own ball for 18 holes. Only even holes will be counted.

What to put on two cards to hand in:
Gross Score on each hole.

How to fill in score sheet:
Gross scores for even holes only – ½ handicap – max 18

Prizes:
Low Gross Even Holes AB
Low Gross Even Holes CD

First Low Net Even Holes AB
First Low Net Even Holes CD

Second Low Net Even Holes AB
Second Low Net Even Holes CD
POISON TEE

Individual Play

Game Description:

After playing 18 holes, each person will blind pick 3 numbered tees from the bag. Eliminate those 3 holes when marking your gross and net scores. Everyone will eliminate 3 holes, but they will NOT be the same 3 holes.

What to put on two cards to hand in:
Gross Score only, circle three holes to be eliminated

How to fill in score sheet:
Gross holes except the three used as poison tee – full handicap – max 36

Tie Breaker:
Use first handicap hole that both have used, where scores differ

Prizes:

Low Gross Poison Tee AB
Low Gross Poison Tee CD

First Low Net Poison Tee AB
First Low Net Poison Tee CD

Second Low Net Poison Tee AB
Second Low Net Poison Tee CD

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INFIELD SHOTS

Individual Play

Game Description
Infield shots are strokes taken to get to the green. Putts are not counted for score. Play 18 holes. Keep track of your infield shots.

What to put on two cards to hand in:
Gross Score and Infield Shots

How to fill in score sheet:
Infield shots for each hole – Full handicap – max 36

Tie Breaker:
Use handicap holes

Prizes:
Low Gross Infield Shots AB
Low Gross Infield Shots CD

First Low Net Infield Shots AB
First Low Net Infield Shots CD

Second Low Net Infield Shots AB
Second Low Net Infield Shots CD

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**RED, WHITE, AND BLUE**

**Individual Play**

**Game Description:**

Tee off from the red tees on the first hole, white tees on the second hole, blue tees on the third hole. Continue this pattern for all 18 holes.

**What to put on two cards to hand in:**
Gross only

**How to fill in score sheet:**
Gross scores for each hole; full handicap for Net – max 36

**NOTE:** Just post on the tournament score sheet. Since you are playing from different tees, **DO NOT** post to GHIN.

Anyone choosing to play only from red tees must **NOT** post on the tournament score sheet and should submit their score to GHIN.

**Tie Breaker:**
Use handicap holes

**Prizes:**
Low Gross Red, White, and Blue AB
Low Gross Red, White, and Blue CD
First Low Net Red, White, and Blue AB
First Low Net Red, White, and Blue CD
Second Low Net Red, White, and Blue AB
Second Low Net Red, White, and Blue CD

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Individual Play

Game Description:

Play your own ball for 18 holes.
Eliminate your 3 highest scores. Gross total will be only 15 holes.

What to put on two cards to hand in:
Gross scores, cross out the three eliminated scores

How to fill in score sheet:
Gross Scores on 15 holes you are using, leave three holes blank – Full handicap – 36 max

Tie Breaker:
Use first handicap hole that both have used, where scores differ

Prizes:
Low Gross Eliminate 3 AB
Low Gross Eliminate 3 CD

First Low Net Eliminate 3 AB
First Low Net Eliminate 3 CD

Second Low Net Eliminate 3 AB
Second Low Net Eliminate 3 CD
5 CLUBS ONLY

Individual Play

Game Description:
Select 5 clubs only to take and use in tournament (if putter selected, it counts as one) and Play your own ball for 18 holes.

What to put on two cards to hand in:
Gross Scores

How to fill in score sheet:
Gross Scores – full handicap – max 36

Tie Breaker:
Handicap holes

Prizes:
Low Gross AB
Low Gross CD
First Low Net AB
First Low Net CD
Second Low Net AB
Second Low Net CD

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NASSAU

Individual Play

Game Description:
There are 3 separate low net tournament: Front Nine, Back Nine, and Aggregate. Full handicap for net, max 36. One player can win one, two, or all 3 tournaments (that is, have the best front nine, the best back nine, and the best aggregate net score).

What to put on two cards to hand in:
Gross and Net for each player each hole, front nine, back nine, aggregate

How to fill in score sheet:
Net scores for each player on each hole, front nine, back nine, aggregate

Tie Breaker:
Handicap holes

Prizes:
Low Net Front Nine AB
Low Net Front Nine CD
Low Net Back Nine AB
Low Net Back Nine CD
Low Net Aggregate AB
Low Net Aggregate CD