

## **GAME DESCRIPTIONS**

### **6-6-6**

For holes number 1 thru 6 (may not correspond to the hole you start on) use the lowest net score of the team; holes 7 thru 12 use the two lowest net scores and on holes 13 thru 18 use the three lowest net scores. Individual scores and ringers will be posted.

### **Scramble**

After everyone drives, the team chooses the ball they wish to play next. Then each player plays her ball within one club length of the selected ball, but no nearer the hole. If the ball is on the fairway, play from the fairway. If ball is in the rough or sand everyone must play from the rough or sand. Continue in the same manner through the hole. On the green, each putt must be played from within 6" of the chosen ball, no nearer the hole. Handicap average of the four players is deducted at finish. Individual scores and ringers will not be posted.

### **Step Away Scramble**

Everyone drives. Select best ball. For the next shot the person whose ball is chosen does not hit: i.e. after the drives, only three players hit the next shot. Once the ball is on the green, all four players may putt, using best ball each time until ball is holed. Handicap average of the four players will be deducted at finish of game. Individual scores and ringers will not be posted

### **Alternate Shot**

Two-person team. Before teeing off, decide which player will tee off on the odd numbered holes and which one will tee off on the even numbered holes. Then alternate in hitting the ball until the ball is holed out. Deduct the average of the two players' handicaps from the total score. Individual scores and ringers will not be posted.

### **1-2-3 Cha Cha Cha**

On hole number 1 (not necessarily your start hole), 4, 7, 10, 13 and 16 take the lowest net score of the group. On holes 2, 5, 8, 11, 14 and 17 use the two lowest net scores. On 3, 6, 9, 12, 15 and 18 use the three lowest net scores. Individual scores and ringers will be posted.

### **Eclectic**

Each person plays her own ball, recording gross/net on each hole. At the end of the period, the best net score on each hole played will be used to determine the winners. You do not need to play all rounds to be eligible, but of course your chances of winning are better if you do. Individual scores and ringers will be posted.

### **1 Best Ball Odd, 2 Best Balls Even**

Each person plays her own ball. On each hole use one best ball net on odd holes, two best balls net on even holes. Individual scores and ringers will be posted.

### **Four clubs**

Select the four clubs you wish to use. The putter is counted as one of these clubs. Deduct handicap at end of game. Individual scores and ringers will not be posted.

**Dice Game**

Each player in the foursome is assigned a number from 1 to 4. Each person plays her own ball. After each hole, you roll the dice. If the number is 1, 2, 3 or 4, the score of the player of the assigned number, is the score taken for the foursome. If the number is 5, you roll the dice again. If the number is 6, the best score of the foursome is taken. Do you feel lucky?

**The President's Cup** will be played as a three week eclectic.