

# HERON LAKES WOMEN'S 18-HOLE GOLF CLUB

## GAME DESCRIPTIONS

### **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.

### **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.

### **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.

### **Alternate Shot**

Two-person teams. 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.

### **Army Golf (can't be used to post for Handicap)**

Everyone Drives – 2 people on left play hole as a scramble – 2 on the right play as scramble e. Each Person enters a score, Gross only.

Repeat on each hole.

(Winner could be total gross or total gross divided by 4)

(If there are 5 players – 2 on right partner up – 2 on left partner up – one in center plays hole by herself).

## **Bag Raid**

Bag Raid is played with either two or four players. Players compete in a match play setting; when a golfer or team wins the hole, they “remove” a club from the opponent’s bag. Removing the club means that player can’t use it for the rest of the round.

So, for instance, if I make par and you make bogey, I get to remove any club in your bag. I’d probably take your driver, maybe a wedge, or, even better, your putter! If you tie, everyone wins and keeps their clubs until the next hole.

The game continues until you win the match, which could be rather soon as more clubs continue to vacate the golf bag.

A fun twist on the game allows players to add clubs back to their bag if they make a birdie.

## **Bingo**

Play individual game – Keep gross and net score.

As a Team: complete the Bingo Card. Only 1 square can be marked per hole.

Winning team will be the one who completes the card and has the lowest total combined net score.

## **Bingo Bango Bongo**

This game requires that players play in turn, furthest out hits first no matter what stroke number it is for them.

**Bingo** - First on the green. One point

**Bango** - Closest to the pin on approach shot. One point

**Bongo** - First player (following proper order) to put their golf ball in the hole. One point

All golfers add up their points at the end of the round and high points win.

## **Club Championship**

Stroke play and the two best Gross scores are used for the overall winner and 2 best Net are used for flight winners.

## **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?

### **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.

### **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.

### **Jokers Wild**

Each Player is assigned a suit (Hearts, Diamonds, Clubs or Spades). After each hole mark your gross and net score. At the next tee box is an envelope containing two cards. The players whose suit matches the cards are combined for the team score. Use net score. Joker is wild.

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

### **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.

### **Saskatchewan Scramble**

1<sup>st</sup> Hole you play - player 1 on the scorecard plays hole by herself. 3 others play it as a scramble. Team score is player 1's plus the scramble score.

2<sup>nd</sup> Hole you play - player 2 on the scorecard plays solo and other 3 a scramble.

Continue to rotate the individual player with 3 others playing as a scramble.

### **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