

DESCRIPTIONS

1-2-3 Net	Foursome game: 1 BB on par 5's, 2 BB's on par 4's, and 3 BB's on par 3's. Strokes where they fall
3-2-1 Net	Foursome game: 3 BB's on par 5's, 2 BB's on par 4's, and 1 BB on par 3's. Strokes where they fall.
Alternate Shot	Partner game: Both players tee off. Pick best shot and the other player hits next shot. Continue alternating until all 18 holes are played
Assigned Holes	Foursome game: 2 BB's net combined on each hole. Each player is assigned 4 holes where that player's score must be used. Strokes where they fall.
Best Ball Odd & Even	Foursome game: 1 net BB on even holes and 2 net BB's on odd holes. Strokes where they fall.
Cha-Cha-Cha	Foursome game: 1 net BB on hole #1, 2 net BB's on #2, 3 net BB's on #3, 1 net BB on #4, etc. Repeat for 18 holes. Strokes where they fall.
Chapman	Partner game: Both players tee off. Then each player hits the partner's ball for the 2 nd shot. The team then selects the best ball to play. The other player hits the 3 rd shot. Alternate shots until the ball is holes. ½ combined handicap
Club Championship	Flighted gross score competition
Colt 45	Add first 4 holes of front nine together with last 5 holes of back nine. ½ handicap
Cotton Verde	Foursome game: Teams made up of CLGA and PVLGA members. The game is played on holes 1-9 of Cottonwood and 10-18 of Palo Verde. Host league will determine the game played. Hosting rotates between CW and PV.
Cottonwood Combo	2 par 3's, 2 par 5's, and 5 par 4's are used for the game. Strokes where they fall
Criers	Convert your worst three holes to par. Full handicap

Cross Country	Best net of 1 or 10, 2 or 11, 3 or 12, 4 or 14, 5 or 13, 6 or 17, 7 or 16, 8 or 15, and 9 or 18. Strokes where they fall
Deuces	Total net score minus gross score of 9 and 18. Full handicap
Eclectic Rd 1	Straight stroke play. Full handicap. Flighted
Eclectic Rd 2	Select better score for each hole played between Rd 1 and Rd 2. Flighted net game. Full handicap
Even Holes	Use scores for even holes only. ½ handicap
Field Shots	Total score minus all putts. Putts counted must be from the putting surface. ½ handicap
Fewest Putts	Putts counted must be made from the putting surface. No handicap
Four Ball	Partner match play. A & D players compete against the B & C players. Partner with lowest net ball wins the hole. Strokes where they fall.
Guess Your Score	Guess your gross score before play begins. No handicap
Half & Half	Holes 1-9 Net and holes 10-18 Gross. ½ handicap
Handicap Tournament	Individual Net tournament. Two rounds added together. Full handicap
Hard Nine	Holes counted are the nine lowest ladies' handicap holes. ½ handicap
Hate Holes	<u>Before teeing off</u> pick 2 holes you hate. Total 18 hole net score minus gross score of 2 holes you hate. Full handicap
Just-4-Fun	Use score from par 4's only. ½ handicap
Ladder Net	Foursome game: 1 BB on hole 1, 2 BB's on #2, 3 BB's on #3, 3 BB's on #4, 2 BB's on #5, 1 BB on #6, etc. Strokes where they fall.
Match Play	Flighted. Strokes where they fall. Single elimination competition. Members will schedule their own remaining matches after the first round is played.
Member/Guest	Member invitational. Lunch included. Established handicap required.

Mish Mash	Foursome game: Holes 1-6 scramble, holes 7-12 two net BB, and holes 13-18 total putts. 1 drive minimum on scramble holes.
Modified Best Ball	Foursome game: 1 net BB on par 4's and par 5's, 2 net BB's on all par 3's. Strokes where they fall
Mutt & Jeff	Total score of all par 3's and par 5's. ½ handicap
Net + Putts	Total net score <u>plus</u> all putts. Putts must be made on green. Full handicap.
Odd Holes	Use scores of odd holes only. ½ handicap
O.N.E.S	Use scores of holes that start with o.n.e.s (1,6,7,8,9,11,16,17,& 18) ½ handicap
Partners Tournament	Two week partner competition. Called Member/Member at many clubs. Net BB. Strokes where they fall
PICO	PICO is short for PaloVerde, Ironwood, Cottonwood and Oakwood. Foursomes are made with a member from each of the four clubs. Host club rotates between CW/IW and OW/PV. Day of play aligns with host club's play day. (CW/IW = Thursday and OW/PV = Tuesday)
Pro's Choice	Pro will determine game of the day
Santa Scramble	Foursome game: ¼ total team handicap. Lunch to follow
Scramble	Foursome game: All drive, select best shot, all hit from there etc. Repeat until a ball is in the hole. 3 drive minimum per player. ¼ total team handicap
Select-a-Drive	Foursome game: All players tee off on hole and then select best drive. Each player hits from this location and plays her own ball until holed. 2 BB'on each hole. Strokes where they fall. 2 drives minimum per player
Solheim Cup	Partner match play. Holes 1-6 alternate shot, holes 7-12 better ball net, holes 13-18 aggregate net. One point per 6 hole session. Tie for a session is ½ point for each team. Total 3 points possible for a match.
Stableford	Players are given points for <u>net</u> scores as follows: 1 for bogey, 2 for par, 3 for birdie, and 5 for eagle. Most points wins

Step-aside	Foursome game: Regular scramble except the player whose ball is selected for each shot may not hit the following shot. 2 drive minimum. $\frac{1}{4}$ total team handicap
T's & F's	Use scores of holes that start with T and F (2, 3, 4, 5, 10, 12, 13, 14, 15) $\frac{1}{2}$ handicap
T's & F's Modified	Foursome game: Use 2 BB on holes starting with T or F. On remaining holes use 1 BB. Strokes where they fall
3 Par Fever	Total 18 hole net score plus total gross of all par 3's. Full handicap
Triplicate	Total net score of 3 par 3's, 3 par 4's, and 3 par 5's. Strokes where they fall
Two Best Ball	Foursome game: Use 2 BB. Strokes where they fall
Two Person Scramble	Partner scramble. $\frac{1}{2}$ combined handicap. 4 drive minimum per player