

9-HOLE GAMES

1 BETTER BALL OF 2: In teams of 2 players, after recording gross scores, the team score will be the one lowest score after scoring the handicap (net score).

1 BEST BALL OF 4: In teams of 4 players, after recording gross scores, the team score will be the one lowest score after scoring the handicap (net score).

2 BEST BALLS OF 4: In teams of 4 players, after recording gross scores, the team score will be the two lowest scores after scoring the handicap (net score).

4-PERSON SCRAMBLE: All players drive their own ball. The best drive is chosen, and all players then hit their next shot from that location. Play continues in that format until the ball is in the hole. One score for the team is recorded. Often, one or two drives per person must be used (rules are provided prior to starting golf).

4-PERSON SCRAMBLE TO THE GREEN: Use the same format as a 4-person scramble until the best ball is on the green. Then, everyone on the team putts their own ball into the hole. Each person has a score (everyone has the same score when starting to putt) and it is entered in Golf Genius.

4-PERSON STEP-OUT SCRAMBLE: All players drive their own ball. The best drive is chosen and all players EXCEPT THE PERSON WHOSE DRIVE IS SELECTED (that person “steps out” for the next shot), hit their next shot from that location. Play continues in that format until the ball is in the hole. One score for the team is recorded.

CART NET GOLF (teams of 2): Each player plays her own game and gross (total shots) and net (adjusted for handicap) scores are recorded. After completion of the round, compare the two cart riders’ scores. The lowest net score is the team score for each hole. Note: In order to use a score, the ball must be played into the hole even if it is higher than the allowed “posting” scores.

CHA, CHA, CHA: In teams of 4 players, gross scores are recorded for each player. Golf Genius will calculate the best net score for the team score as follows:

Front 9: Best Ball on Holes 1, 4 and 7 (Cha)

Combination of two best balls on Holes 2, 5 and 8 (Cha, Cha)

Combination of three best balls on Holes 3, 6 and 9 (Cha, Cha, Cha)

Back 9: Best Ball on Holes 10, 13 and 16 (Cha)

Combination of two best balls on Holes 11, 14 and 17 (Cha, Cha)

Combination of three best balls on Holes 12, 15 and 18 (Cha, Cha, Cha)

LOW NET: Each person plays her own ball throughout the round and deducts her handicaps for their score. Gross and net scores are recorded in Golf Genius.

MIDDLE WOMEN: Each person plays her own ball. Record all 4 gross scores on card. The team score is the two “middle” net scores for each hole (add the two scores together). The “best” and “worst” individual scores are not used as part of the team score. For example, if the net scores are: 3,4,5,6, the team score will be 4+5 or 9. If the net scores are 4,5,5,6, the team score will be 5+5 or 10. If the net scores are 4,5,5,5, the team score will be 5+5 or 10. Golf Genius will determine the net scores.

MODIFIED ALTERNATE SHOT (2-person team): Both players hit a tee shot. Select the best drive and team alternates hitting the SAME BALL on every other shot until the ball is in the hole.

ODD HOLES: Each player plays her own game. Record gross scores on scorecard. After the round is completed, the individual score is only the net scores for the ODD-numbered holes.

ROLL THE DICE SCRAMBLE: Each player is assigned a number (1-4) and hits her tee shot. After each player has done so, throw the dice. The number on the die corresponds to a player and that player’s tee shot must be used. If the die lands on 5 or 6, any drive can be used by the team. Follow the format for a 4-person scramble.

STABLEFORD: Each player records her gross score. Based on each player’s net score per hole (as calculated by Golf Genius), points for each hole are awarded as follows:

- 0 points: Net Double bogey (two strokes over par) or worse
- 1 point: Net Bogey (one stroke over par)
- 2 points: Net Par
- 3 points: Net Birdie (one stroke under par)
- 4 points: Net Eagle (2 strokes under par)
- 5 points: Net Double Eagle (three strokes under par)

Unlike in stroke play, where you want the lowest score, the goal in Stableford scoring is to have the highest score.

SURPRISE HOLES: The Golf Professional “throws out” the team scores from 2 or 3 holes to create a new team score. The holes from which scores will be eliminated are not shared until after play is completed.

T and F: Count the net scores for holes that start with the letters “T” and “F”. To be played on the Back 9 holes of the Lexington course.

THREE-THREE-THREE (2-person team): Teams play three holes of three different games. Three holes of best ball (2-person scramble), three holes of modified alternate shot and three holes of better 1 of 2 balls (net score).