

PVLGA GAME DESCRIPTIONS

BEAT THE PRO: Golfers compete against one of our PV Pros. A player wins if her net score is lower than the Pro's gross score.

MODIFIED BEST BALL: Team game with one net best ball on par 4's and 5's, two net best balls on par 3's.

BLIND DRAW PARTNERS: After play begins, the Pro Shop draws partners. A player doesn't know with whom she is paired with until completion of play.

CHAPMAN: Two-person team. Both players tee off. Each player hits the other player's ball for the second shot. The team then selects one player's ball to play. The other player hits the third shot. Then players alternate shots until the ball is holed. Use half of the team's combined handicap.

CHA-CHA-CHA: Team game. 1 best ball on hole #1, 2 best balls on hole #2, 3 best balls on hole #3. Repeat process for 18 holes.

COLT 45: Add first four holes of front nine together with the last five holes of the back nine. Use half handicap.

CRIER'S TOURNAMENT: Take a par on your worst three holes and add those to the rest of your scores.

ECLECTIC: Two-round tournament. After playing the second round, players record the scores for their best 18 holes of both rounds. If a player is only able to play one round, those 18 holes are used.

FEWEST PUTTS: Players keep track of their putts for the round. The winners are the golfers with the fewest putts. Only those putts made on the green count, even if a putter is used off the green.

FRONT NINE: Net score on front holes only.

BACK NINE: Net score on back nine only.

HALF AND HALF: Gross on front; net on back.

LOW NET: Each player plays her own ball. Her final score is reduced by her handicap.

LOW GROSS: Each player plays her own ball. No handicap used for final score.

O-N-E-S: Play your own game. Use holes starting with O, N, E, S for scoring (1, 6, 7, 8, 9, 11, 16, 17, 18). Use half your handicap.

PRO'S CHOICE: Scores that count are those made on certain unannounced holes. The selection of holes is made by the Pro after play begins. Use full handicap.

STABLEFORD SYSTEM: Players are awarded points for net scores as follows: one point for each bogey, two points for a par, three points for a birdie, and five points for an eagle. The player with the most points wins.

SCRAMBLE: All players tee off on each hole. Everyone moves to the best shot and hits again. Continue in this manner to the completion of the hole. One-fourth of combined handicap for a four-person team is used.

MODIFIED SCRAMBLE: Games may be scrambles with various modifications to be announced prior to play.

STEP-A-SIDE SCRAMBLE: Played like a regular scramble, everyone tees off and moves to the best shot, but the player whose shot is used does not hit the following shot. Continue in this manner until the ball is holed.

SELECT-A-DRIVE: All players tee off on every hole and pick the best shot. Then everyone plays her own ball until the ball is holed. Use the two net best balls for Team Score.

MODIFIED SELECT-A-DRIVE: May be a variety of methods to determine the player who will be assigned to tee off. The score card will indicate who that will be.

T'S AND F'S: Play your own game. Use holes starting with a T or F for scoring (2, 3, 4, 5, 10, 12, 13, 14, 15). Use half handicap.

THREE CLUBS AND A PUTTER: Players will choose only three clubs to use. Add a putter and leave the rest of your clubs at home.

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