

PVLGA GAME DESCRIPTIONS

1-2-3 NET: Foursome game: 1 BB on par S's, 2BB's on par 4's, and 3 BB's on par 3's.

3-2-1 NET: Foursome game: 3BB's on par S's, 2 BB's on par 4's, and 1 BB on par 3's.

3 PAR FEVER: Total 18 holes net score plus total gross of all par 3's.
Full handicap

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: 2BB's net combined on each hole. Each player is assigned 4 holes where that player's score must be used

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.

BEST BALL: Team game with one BB on par 4's and 5's and 2 BB on par 3's.

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

BEST BALL ODD & EVEN: Foursome game: 1 net BB on even holes and 2 net BB's on odd holes.

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.

CLUB CHAMPIONSHIP: Flighted gross score competition within flight.

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

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.

EVEN HOLES: Holes: Use scores for even holes only. ½ handicap

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.

FIELD SHOTS: Total score minus all putts. Putts counted must be from the putting surface. ½ handicap

FOUR BALL: Partner match play. A & D players compete against the B & C players. Partner with the lowest net ball wins the hole.

GUESS YOUR SCORE: Guess your gross score before play begins. No handicap.

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

HARD NINE: Holes counted are the nine lowest ladies' handicap holes. ½ handicap (holes 1,5,7,9,10,11,13,14,18)

HATE HOLES: Before teeing off pick 2 holes you hate. Total 18 hole net score minus gross score of 2holes you hate. Full 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.

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

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

MATCH PLAY: Flighted. 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 13-18 total putts. 1 drive minimum on scramble holes.

NINE FRONT: Net score on front holes only.

NINE BACK: Net score on back nine only.

ODD HOLES: Use scores of odd holes only. $\frac{1}{2}$ handicap

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.

PALO VERDE COMBO: 6 par 3's, 1 par 5, 2 par 4's $\frac{1}{2}$ handicap

PICO: PICO is short for Palo Verde, 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)

Red, White and Blue: Individual game. 3 net scores from holes with Red Flags, 3 net scores from holes with White Flags and 3 net scores from holes with Blue Flags. $\frac{1}{2}$ handicap.

PRESIDENTS CUP: Individual Net tournament. Two rounds added together. Flighted. Full 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.

SANTA 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. % total team handicap

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.

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

SCRAMBLE STEP-A-SIDE: 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.

SELECT-A-DRIVE MODIFIED? 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.

SOFT NINE: Holes counted are the nine highest ladies' handicap holes. $\frac{1}{2}$ handicap (holes 2,3,4,6,8,12,15,16,17)

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 point for each team. Total 3 points possible for a match.

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.

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.

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.

T'S AND F'S MODIFIED: Foursome game. Use holes that start with T and F $\frac{1}{2}$ handicap

TWO BEST BALLS: Foursome game: Use 2 Net BB.

**TWO PERSON SCRAMBLE: Partner scramble. Combined $\frac{1}{2}$ handicap.
4 drive minimum per player.**