

EXPLANATION OF GAMES

Low Net: Subtract handicap (dots or “pops”) off gross score

Low Gross: No handicap subtracted

1 Best Ball of the Cart: Play regular game. Take one best score at each hole for each cart. (Net or Gross)

1 Best Ball Gross & 1 Best Ball Net: Play regular game. Take one best gross and one best net score, must be 2 different players.

2 Best Balls of Foursome: Play regular game. Take two best scores of group at each hole for team score (Net or Gross)

Bermuda Trifecta: First 3 holes are played as a scramble, Next 3 holes are played as Best Ball (Players play their own ball for the entire hole. The team records the lowest score among the group on each hole), and last 3 holes are played as alternate shot.

Cha-Cha-Cha: 1 Best Ball (Net) on holes 10-13 & 16,
2 Best Ball (Net) on holes 11-14 & 17
3 Best Ball (Net) on holes 12, 15 & 18

Roll The Dice: Assign each person a number: 1, 2, 3, or 4 before the start of the game. Each person plays every hole with gross and net scores recorded on the score card. At the next tee box roll the dice. If numbers 1, 2, 3 or 4 are rolled, take that player’s net score from the previous hole and record it at the bottom of the sheet. If number 5 is rolled, take the best score; if number 6 is rolled, take the worst score. Note: only record one net score per hole at the bottom of the score card, based on the roll of the dice.

Scramble: All players hit a drive. Go to best lie (not necessarily the longest hit). Everyone hits from there until you’re on the green. If the first putter gets ball in the hole, the rest of the players don’t need to putt. If no player gets their putt in, you need to go to closest putt to finish the hole. Add the handicap of all four players and divide by 4. Subtract that total from the score. (If only 3 players are in group, 1 player hits twice).

Three Little Pigs: Each players’ worst 3 holes (most strokes over par) are replaced with pars for those holes. Each player’s putts are added to their score to become the final score.

T-E-S-T: On holes starting with a T, E, S, or T (all holes except 1, 4, 5, 9, 14 & 15), only the score of the player with the lowest gross score is counted. Holes 14 & 15 will be the player with the lowest net score. This game is best played on the back nine.

Three Blind Mice: Each player records their gross and net score and the total team score is recorded on the score card. After all play is finished and all score cards are in, the pros will blindly pick 3 numbers, each number representing a hole played on holes 10-18 for the back 9. The scores for the holes selected are subtracted from the total score for the team. This is done only after all score cards are submitted so the players do not know what holes will not count toward the final team score.

Pink Ball Challenge: Each team gets one pink ball that rotates between players. The team must record the pink ball score each hole.

One player each hole plays the **pink ball** in addition to normal play. At the end of the hole, the team records **two scores**:

- Record **the pink ball score**
- Record **the best net score** from the other three players
- Add them together for the team's hole score

How the Rotation Works

Most four-player formats use a simple rotation:

1. Player A uses the pink ball on Hole 1
2. Player B on Hole 2
3. Player C on Hole 3
4. Player D on Hole 4
5. Then back to Player A on Hole 5, and so on

This ensures everyone carries the pressure equally.

Hillbilly Golf: Game is played as a best ball scramble with the object being to hit the ball as close to the green as possible or on the green but not in the hole. Once you are close to the hole, you pick the ball up and toss it as close to the hole as you can get it (this does not count as a stroke). From here all team members' putt.