

## EVENTS AND DESCRIPTIONS

<b>A-B-C-D</b>	Four-person mixer, one from each flight; special game instructions to be explained before start.
<b>BEST NINE</b>	Best 9-hole score – either the front 9 or the back 9. Half handicap.
<b>LOW GROSS</b>	18-hole score. No handicap.
<b>LOW NET</b>	18-hole score less full handicap.
<b>CRISS CROSS</b>	Score hole 1 or 10, hole 2 or 11, hole 3 or 12, etc. Half handicap.
<b>CRIERS</b>	Throw out 3 worst holes; take par. Full handicap.
<b>EVEN HOLES</b>	Combine the gross scores for the even-numbered holes. half handicap.
<b>ODD HOLES</b>	Combine the gross scores for the odd-numbered holes. Half handicap.
<b>ANY NINE</b>	Best score – any 9 holes. Half handicap.
<b>O-N-E-S</b>	Combine the scores from all the holes that start with O, N, E, or S. Half handicap.
<b>STABLEFORD</b>	Score 3 pts for birdie, 2 pts for par, and 1 pt for bogie; total points. no handicap.
<b>GHOST HOLES</b>	Tournament Contact chooses nine random holes that will count. Half handicap.
<b>HARD NINE</b>	Gross score on the nine lowest handicap holes. Half handicap.
<b>NO PUTTS</b>	The winner is determined by all strokes other than putts. Keep count of your putts and subtract from final score.
<b>6-6-6 PARTNERS</b>	6 holes scotch, 6 holes scramble and 6 holes better ball of partners.
<b>BETTER BALL</b>	Partners Pick a partner, both play own ball; use best score on each hole.
<b>A-B-C-D SWEET N SOUR</b>	Each player counts her best eight and one worst hole; total all scores.
<b>T'S AND F'S</b>	Combine the scores from all the holes that start with a “T” or an “F”. Half handicap.
<b>3'S AND 5'S</b>	Combine the scores from all par 3 and par 5 holes. Half handicap.