# SSWGC Play Day Games

Par 3's: Stroke Play. Every hole is a par 3. Look for the Nevada signs and Pinwheels to find the tee box for that hole. Closest to the hole can be on any hole. For net .75 of your handicap will be used. Do not post!

2 Gal Best Ball: Stroke Play. Take handicap strokes per hole. Use best gross and best net score per hole. May use the same ball. Will have both gross and net winners. Don't total gross and net together. Post.

2 Gal Match Play: Net Match Play. 100% of handicap. Must have 4 people to play. Pick a partner for 9 holes and another for the 2nd nine holes. Players play Net Best Ball for the entire 18 holes. Match play rules in effect. The winning partners, per hole, get ONE point. Ties on a hole, get NO points.

2 Gal Scramble: Stroke play. Pick the best shot. Both play from within a one club length of that spot, and one putter length on the green. Both play from the same spot until ball is hole out. One half of partner's combined handicap is used to figure and net. Don't post.

3 Blind Holes: Stroke play. Three holes are chosen by the pro shop to throw out after play. Bring down score from those selected holes and deduct for gross score. Minus handicap for net. Post.

3 Clubs + Putter. Either Partner Scramble or Stroke play. Play with only 3 clubs, plus your putter. If playing partner scramble(scramble rules apply) one score between the two of you. Gross and 1/2 combined handicap for net. If playing stroke play have both gross and net winners. Don't post.

4Gal 2 Best Ball: Stroke Play. Handicap strokes are given to each player per stroke hole allocation, identified by pops. Record the lowest 2 gross and 2 net scores per hole. May use same ball. Will have both gross and net winners. Don't total gross and net together. Post.

4 Gal Cha Cha Cha: Pop scorecard per assignment of strokes. Use 1 best ball on 1st hole, 2 best balls on 2nd hole, and 3 best balls on 3rd hole. Repeat procedure through 18 holes for gross and net. Do not add together. Don't post.

4 Gal Shamble: All players tee off. Select best drive. All players play their own ball from that spot through completion of hole. 3 drives must be used from each player. Bring down the best scores for 2 gross and 2 net. You may use the same ball for both. Do not add together. Don't post.

4 Gal Nevada Shamble: All players tee off. Select best drive. Whoever's drive you choose sits out the next shot. After the 2nd shot pick the best one and that player sits out and the player before is back in. With the exception of the drive, you have 3 players playing including the putt. There is one score. Subtract 1/4 handicap of total of all 4 players for final net total score. Don't post.

Aces High: Stroke play. Keep both gross score and putts for each hole. At the end of the round, count the number of one putts. Subtract this number from your score. Then take full handicap. Post original score.

Bogey Points: Stroke play. Each player is given a point quota based on her handicap. Points are scored: Double Bogey=1; Bogey=2; Par=4; Birdie=6; Eagle=8; Double Eagle=10. The player whose point total at the end of play exceeds her point quota in her flight wins. Point quota is 46. Post.

Crier's Tourney:  Stroke play. After completing round, each player gets to pick her 3 worst holes and change the scores to par.  Show both gross and changed score on your card & subtract handicap for net. Post original score.

Individual Match Play - Round Robin:  Net Match Play. 100% of handicap.  Must have 4 people to play.  Each player is in an individual rotation format.  On the first hole, rotate to another player in foursome. Continue this format until 18 holes are completed.  Match play rules in effect. The winning player, per hole, gets ONE point. Ties on a hole, get NO points.

Mutt and Jeff:  Stroke play. Count the score on only the par 3's and 5's. Take 1/2 handicap for net. Post original score.

Odd & Even (Partner play):  Stroke play.  You and your partner draw to see which partner's score counts for the even holes and which counts the odd numbered holes.  1/2 of partners combined handicap will be used to figure net. Post.

O-N-E-S:  Stroke Play. Use total of the holes that start with O,N,E, or S (1,6,7,8,9,11,16,17,18). Minus 1/2 of handicap for net.  Post original score.

Partner Match Play - Best Ball(Four Ball): Net Match Play. Must have 4 people to play. Pick a partner. Players will play net best ball against the other two in their group for ALL 18 holes.  Match play rules in effect. The winning partners, per hole, get ONE point. Ties on a hole, get NO points.

S's and T's:  Stroke play.  Use total score for the holes that start with "S" or "T" (2,3,6,7,10,12,13,16,&17). Subtract 1/2 of handicap for net. Post original score.

Sweeps & Putts: Stroke play. Keep both gross and putts for each hole. Total both at the end of play. Full handicap is used to figure net. Winners for both gross and putts. One place for putts in each flight. Post.

Beat the Pro: Stroke play. Your net score will determine if you beat the pro. The pro's score is just gross. Post.

2 Gal Chapman: Both players tee off. For the second shot, play your partner's ball where it lies. Beginning with the third shot, pick the best ball and the two team members play out the hole as a scramble. Team records one score per hole. Subtract 1/2 of combined handicap for net score. Don't post.

Criss Cross: Stroke play. When round is completed, compare the scores for corresponding holes on the front and back nines and choose the lower of the two scores for each of the corresponding holes. i.e.; hole 1 and 10, holes 2 and 11, holes 3 and 12, etc. Subtract 1/2 handicap for net. Post original score.

Awesome "3" Some: Stroke play. Select the best three par 3 holes, best three par 4 holes, and best three par 5 holes. Total these holes and subtract 1/2 of your handicap. Post original score.

Par Fours: Stroke play. Total score on all par 4 holes. Subtract 1/2 handicap for net score. Post original score.

Sweeps: Stroke play. Just plain golf. Subtract full handicap from gross score for Net score. Post.

Odd Holes: Stoke Play. Total only the odd holes for gross score and subtract 1/2 handicap for net score. Post original score.

Even Holes: Stroke Play. Total only the even holes for gross score and subtract 1/2 handicap for net score. Post original score.

6-6-6: 2 person team. The first 6 holes is a scramble. The second 6 holes is best ball. The third 6 holes is modified scotch (each partner tees off and then select best tee shot and alternate into the hole, never hit twice in a row in modified scotch). 25% of total partner's handicap will be used to figure net. Don't post.

Beauty and the Beast: 3 or 4 person team. Stroke play. Choose the lowest net score of the team and the highest gross score of the team. At the end of the round, add those two scores together and lowest team wins. Post your original score.

Crazy Ball: 3 or 4 person team. Stroke play. Each team will receive ONE special ball (deemed by tournament chairperson) called "crazy ball". Players decide the order in which the ball will be rotated to be played in group. Players take turns using the crazy ball while the other members are playing their own ball. The crazy ball net score plus one other regular net score will count on each hole. (almost like a 2 gal best ball tourney). Loss of crazy ball will DQ your team from the sweeps portion of the daily buy-in. CTP and chip-ins will still be in effect if you lose your crazy ball. Post your original score.

Strokes of Luck: 2 or 3 players will be paired with a 25 or under handicapped player(called player A). **Once per hole**, the player may elect to use player A's shot instead of her own and bring your ball up to where you chose that shot. You need to count that stroke as if you had hit that shot. If you elect not to use player A's shot anywhere on that hole and want to replay **one** of your own, your may (think of it as a mulligan-do not count the stroke and replay it). Player A just plays her normal game (with a mulligan per hole if desired. If a mulligan is used by Player A, no one may use that shot!!) So Player A may not use a mulligan if other players want to use your original shot. Lowest score wins. Both gross and Net winners. Do Not Post!