

OLGA GAME DESCRIPTIONS

Pairing Type	Game Name	Game Description (HC = Handicap BB = Best Ball)
	Alternative Shot	50% of combined HC – player A tees off on odd holes, player B tees off on even holes Beat the Pro Beat pro's GROSS score with your NET score
	Back Nine	50% HC – Back Nine
	Front Nine	50% HC – Front Nine
	Best Front or Back Nine	50% HC – BEST (to par) score on front OR back nine
	Best Nine (9) Holes	Best NET score (to par) on any 9 holes
	Bingo, Bango, Bongo	1 Point - First one on green; 1 Point - Closest to the Pin; 1 Point - First one in hole. First one on green DOES NOT apply to Par 3's - only 2 Points on these holes.
	Blind Partners	Partners are determined by Tournament Chair before scoring
ABCD	Cha-Cha-Cha	Hole 1 – 1 NET BB, Hole 2 – 2 NET BB, Hole 3 – 3 NET BB, Hole 4 – 1 NET BB, etc.
ABCD	Choker	Scramble Select 1 person to be the Choker (MUST use her score) on each hole and 1 best NET
	Christmas Wish	Net Tournament - THROW out 1 par 5, 1 par 4, and 1 par 3
	Crier's Tournament	REPLACE three worst holes with Par
	Criss Cross	Best score (to par) of holes 1 vs 10, 2 vs 11, etc. minus 50% HC
	Cross Country	Best score (to par) of holes 1 vs 18, 2 vs 17, etc. minus 50% HC
	Eclectic (2-day)	Played on two consecutive Tuesdays – Individual Score Card – Select best score (to par) on each hole and total for best 18-hole score (to par), less 100% handicap.
	Evens	NET score on EVEN holes (2,4,6,8,10,12,14,16,18)

	Fairways or Putts Field Shots	Keep record of score and putts on each hole. Tournament Chair will choose or Putts for game.
	Field shots	Record both gross and putts on each hole. For game score subtract total putts from GROSS score.
	First 4 / Last 5	Use 2 Best Net scores on each hole on first 4 holes and 2 Best Net scores on each hole on last 5 holes.
	Fours (4's)	NET score on all Par 4's
	Ghost Holes	Tournament Chair chooses nine random holes to be used. Minus 50% HC
ABCD	Gross and Net	Count 2 GROSS scores on Par 3's, 1 GROSS and 1 NET on Par 4's (cannot be the same player) and 2 NET scores on Par 5's
	Guess Your Score	Guess what your score will be and give to Tournament Chair before you play. Tournament Chair puts guess on pairings sheet when signing in. GROSS Score
	Hate'em	Before teeing off, tell your captain the three (3) holes you like the LEAST and DEDUCT them from your total score at the end. Then DEDUCT 100% of your handicap.
	Honest John	Guess what your score will be and give to Tournament Chair before you play. Tournament Chair puts guess on pairings sheet when signing in. GROSS Score
ABCD	Hopscotch	Choose 1 best net score on Par 5's, choose 2 best net scores on Par 4's, choose 3 best net scores on Par 3's
	If Only	Throw out your WORST hole, MINUS full HC
ABCD	Lone Ranger	One player is the Lone Ranger each hole and her ball must be counted. The best net of the remaining players is also counted. The Lone Ranger rotates each hole.
	Long & Short	The 2-person team, before playing each hole, must decide which player will make field shots and which player will play from 75 yards out through the hole. (These two positions may be changed on each hole.) One score will be recorded per hole. At the end of

		the round, add both handicaps together, divide in half. Subtract this from your gross score and place in the NET column. This is a non-postable game.
	Low Gross	Low GROSS score
	Low Net	Low NET score (to par)
	Low Net plus Putts	Record both gross and putts on each hole. For game score add total putts to NET score.
	Low Putts	Least number of PUTTS per round
	Match Play	Pop scorecard off LOW player – Person with most holes won is winner
	Most 3's, 4's & 5's	Circle holes with NET 3's, 4's & 5's and count the circled holes (not scores).
	Mutt & Jeff	NET score on 5 Longest and 4 Shortest yardage holes
	O.N.E.S	NET score on holes beginning with O.N.E.S.
	Odds	NET score on ODD holes (1,3,5,7,9,11,13,15,17)
ABCD	One on One	Use 1 NET and 1 GROSS on EACH hole. May NOT use the same player's score for both net and gross.
	Pars or Better	Circle NET pars or better and count the circles - not scores
	Poker	Total NET scores PLUS GROSS score on 5 best holes
	Pro Shop Selection	Pro Shop selects a game total – NET score, 100% HC
	Replay Shots	Player can REPLAY any ONE shot (even putt) PER HOLE but must use the replayed shot, even if it is worse than the first shot. Keep an extra ball in your pocket to speed up play. Use gross score.
ABCD	Scramble	Best BALL through the hole – 2 drives each
ABCD	Shramble	Best DRIVE – Play OWN ball through the hole – 2 drives each – 2 best balls ABCD Six-Six-Six (6-6-6) Use a combination of 3 different games for each 6 holes
	Stableford	NET score – 1 for bogey, 2 for par, 3 for birdie, 6 for eagle
ABCD	Step Aside Scramble	Select BEST drive, other 3 players hit second shot; select BEST shot and remaining players

		hit next shot; continue through the green. Whoever putts out CANNOT drive on next hole
ABCD	Sucker in Bucket	After 1st Hole select 1 Player's score, after 2nd Hole select a different Player's score, after 3rd Hole select a different player and the 4th hole uses remaining player's score. Start over on the 5th Hole and continue through the 8th, etc.
	Sweet & Sour	Game Score is total of 8 best NET scores (to par) and your Worst NET score (to par)
	T's & F's	NET score on holes beginning with T & F (2,3,4,5,10,12,13,14,15)
	TEN's	NET score on holes beginning with T.E.N.
	Three (3) clubs & a putter	Use only Three Clubs and a Putter, LESS full HC
	Three Blind Mice	NET score after Pro picks 3 holes to THROW out
	Threes (3's) & Fives (5's)	NET Score on ALL Par 3's and Par 5's
	Tin Whistle	GROSS Score – 1 for Bogey, 2 for Par, 3 for Birdie, 5 for Eagle
ABCD	Two Best Balls	Count Two best NET balls on each hole