

## **GLOSSARY OF GOLF GAMES FOR SBWGA-18**

### **Individual Games**

#### **LOW GROSS**

Player with the low gross score wins.

#### **LOW NET**

Player with low net score wins.

#### **LOW GROSS/LOW NET**

Player with the low gross score wins and the player with the low net score wins.

#### **INDIVIDUAL STABLEFORD**

You will receive points for your NET score: Double Bogey 0, Bogey 1, Par 2, Birdie 3 and Eagle 4.

#### **RINGER**

This game is used when schedule requires us to play the same 9-holes twice. The best score for each hole counts.

#### **PAR 3's and 5's**

Par 3s and Par 5s count.

#### **PAR 4's**

Only Par 4's count.

#### **THREES BE GONE (new for 2026)**

Par 4's and 5's count.

#### **OREO (new for 2026)**

Holes 1-6 and Holes 13-18 count.

#### **BLIND NINE**

The Pro Shop will do a blind draw of nine holes that will be used for net scoring.

#### **THREE BLIND MICE**

Blind draw by pro shop for 3 holes which will not count in overall score for the field (Net).

#### **BEST NINE**

Choose your best net score of the two nines (either front or back).

#### **O.N.E.S.**

Count scores on all holes that BEGIN with the letters O, N, E, S. (1, 6, 7, 8, 9, 11, 16, 17, 18).

#### **T's and F's**

Count scores on holes beginning with T and F (Holes - 2, 3, 4, 5, 10, 12, 13, 14, 15). Scorecards will highlight which holes are counted.

## **Most Pars or Better**

Pars or better for 18 holes count.

## **ODD HOLES**

Count net scores on all odd holes.

## **EVEN HOLES**

Count net scores on all even holes.

## **THROW OUT THE THREE WORST HOLES**

Throw out your three worst holes relative to par for the game.

## **RACETRACK**

Pay 3 places per flight. WIN – Low Gross; PLACE – Low Net; SHOW – Low Putts

## **STABLEFORD**

Stableford points will be added together to determine winners. Bogey = 1 point, Par = 2 pts, Birdie = 3 pts; Eagle = 4.

## **NASSAU (FRONT/BACK/TOTAL)**

Pay 3 places per flight. Low Net on Front, low net on back and low net total.

**Pick Your Partner (PYP)** (No more than 10 strokes difference in handicaps)

## **PYP 2-PERSON - ALTERNATE SHOT**

Select who will drive first. Alternate all shots through the 18 holes.

## **PYP 2-PERSON - CHAPMAN SCOTCH**

Each player tees off. For the second shot, each player hits her partner's ball. For the third shot, select the preferred ball and alternate shots until ball is holed.

## **PYP 2-PERSON – NET BEST BALL**

Two golfers play as partners, each playing her own ball. The lower net score of the partners is the score for the hole.

## **PYP 2-PERSON SCRAMBLE**

Both players tee off. Pick the better shot. Both players hit from that spot and continue in this fashion until the ball is holed out. Round is not postable. See more detailed explanation in 4 person team games.

## **PYP 2-PERSON – BEST NINE**

Two golfers play as partners, each playing her own ball. Pick the best net nine-hole score from each player (either front nine or back nine). Add the two nine-hole scores together.

## **PYP 2-PERSON 2 DAY ECLECTIC**

Day One – You and your partner select the best net ball on each hole. Day Two – the best net ball from Day One or Day Two counts.

## **PYP 2-PERSON 6-6-6**

Holes 1 - 6 – BEST NET BALL OF PARTNERS

Holes 7 - 12 – CHAPMAN SCOTCH

Holes 13 - 18 – SCRAMBLE

## **PYP 2-PERSON STABLEFORD ONE BEST BALL**

One best ball per pair using Stableford Points (bogey = 1 point; par = 2 pts; birdie = 3 pts, eagle = 4 pts)

## **PYP 2-PERSON SHAMBLE**

Both players tee off. Pick the better drive. Both players play their own balls from that point. Round is not postable.

## **PYP BEAT THE PRO & THE PRESIDENT**

Pro's and President's net score vs your team net score.

## **4 PERSON TEAM GAMES**

### **1 BEST NET BALL ODD HOLES – 2 BEST NET BALL EVEN HOLES**

All players will play their own ball. Record your best net ball on the odd holes and the 2 best net balls on the even holes. Golf Genius will calculate and verify the net.

### **1 LOW GROSS and 1 LOW NET**

All players will play their own ball. Record the lowest gross score and the lowest net score for the team on each hole.

### **123 WALTZING MATILIDA**

All players on the team will play their own ball. Team scoring is based on best net ball scores on the hole number as follows (this will be marked on the scorecards): Holes 1, 4, 7, 10, 13, 16 – Use one best net ball; Holes 2, 5, 8, 11, 14, 17 – Use two best net balls; Holes 3, 6, 9, 12, 15, 18 – Use three best net balls

### **ONE BEST BALL GROSS– ONE BEST BALL NET**

Each player plays her own ball. Record the team's best gross ball and team's best net on the lines provided on scorecard. Golf Genius will score the team's best gross plus the best net ball for the hole. The same ball is not counted more than once.

### **BEST NET BALL**

Each player plays her own ball. The lower net score of the team is the score recorded for the hole.

### **SCRAMBLE**

All players tee off and the preferred shot is selected. The other players move their balls to within one club length from that spot. All players will play their next shot and select the preferred shot. The team will continue this process until the ball is holed. When choosing the best shot, the players may play from within 1 club length of the original ball, no closer to the hole. At no time may you improve your position on the course (e.g.: from a bunker to the rough) with the one club length. On the putting

green, place ball within 6 inches of the original ball. TPD Chair will stipulate how many drives are required from each player. Round is not postable.

### **STEP ASIDE SCRAMBLE**

All players tee off and the preferred shot is selected. The other three players hit from within one club length from that ball but the owner of the selected ball does NOT play the second shot. Continue in this manner until the ball is holed out. Round is not postable.

### **RED, WHITE, AND BLUE**

4 Person Team game. Score 3 best net balls for holes with red pins, 2 best net balls for holes with white pins and 1 best net ball for holes with blue pins.

### **1-2-1 BEST BALL**

4 Person Team game. Score 1 best net balls for holes 1-6 and 13-18, 2 best net balls for holes 7-12. Scorecards will highlight which holes to score 1 best net ball and which holes to score 2 net best balls.

### **CHA CHA CHA**

4 Person Team game. Score 1 best net balls on par 5's, two net best balls on par 4's and 3 net best balls on par 3's.