**Blinds Approach – 4 Person Scramble**

Each golfer in the group tees-off. The team selects the best tee shot. Each golfer hits from that spot and again the best shot is selected until the ball is holed out. There will be NO FLAGS on the GREEN and all holes will be open for putting.

At least two drives from each golfer MUST be used. If you are in a threesome, you will use three drives from each player.

Pick up the ball after double par.

**SKILLS**: Shortest Drive (1); In the Sandtrap (3); On the Green (6)

**For Better or For Worse - 4 Person Scramble**

Each golfer in the group tees off. On EVEN hole numbers, the best drive is selected. On ODD hole numbers the worst drive is selected. For the rest of all even and odd holes, each golfer will hit the best shot only until the ball is holed out.

It is only the DRIVE/TEE shot on ODD holes where your team will take the worst ball.

Pick up after double par.

**SKILLS**: In the water (10); Out of Bounds (12); On in 4 (17)

**Iron Maidens - 4 Person Scramble (NO WOODS)**

This game is a 4-person scramble. Golfers may only use their irons/hybrids/putters for the entire game. NO WOODS allowed.

Each golfer in the group tees-off. The team selects the best tee shot. Each golfer hits from that spot and again the best shot is selected until the ball is holed out.

At least two drives from each golfer MUST be used. If you are in a threesome, you will use three drives from each player. Pick up after double par.

**SKILLS**: In the Trees (4); Par or Better (6); Hit the Mat (any hole)

**Team 5s – 2 Person Greensome**

Both players tee-off, if either of the player's ball lands on the fairway, the team scores 5 points. If none of the drives land on the fairway, zero points are scored, so far. The better ball is chosen and alternate shot is played until holed out. On the green, count your putts.

To record your team score for the hole, subtract the number of putts from your points earned on the drive. For example, if a tee shot landed in the fairway and you have 2 putts, your score would be 5 – 2 = 3 for that hole; if no drives landed in the fairway, then your team score would be 0 - 2 = -2 (YES, a negative number).

This is the only game when a high score is a winning score!

**SKILLS**: Longest Drive (10); In the Water (11); One putt (18)

**Mansions & Shacks - Stroke Play**

Stroke play – Players play all holes with their own ball. To determine team score, tally only 2 scores from the card - the **Highest (Mansion)** and the **Lowest (Shack)** score for each of the 9 holes for your foursome or threesome.

Pick up the ball after double par.

**SKILLS**: In the Trees (2); KP (6); Shortest Drive (8);

**Gold Ball Night**

For each hole, only one player will play with the GOLD ball (provided) and the remaining three players will play a scramble (playing the best ball until holed out). The GOLD ball rotates among the team members at the beginning of each hole. Player 1 uses the gold ball on the first hole, Player 2 plays it on the second hole, Player 3 plays it on the third hole; etc.

The team score for each hole will be the total from the gold ball's score plus the team score amongst the other 3 golfers. If the gold ball is lost, the team must replace it with the **ugliest** ball in the team's possession.

For the gold ball/replacement ball DO NOT pick it up after double par – **you have to play it out.** For the ball used in the scramble, pick it up after double par.

**SKILLS**: On the Rocks (12); Longest Putt (16); Par or Better (18)

**Lawson Pinehurst**

Golfers choose teams of two on their card. For each hole, both players tee-off. For the 2nd shot, each player will hit the other player's ball. For the 3rd shot, the team chooses the better ball and the person who did NOT hit that chosen ball will hit the 3rd shot. Then the players alternate shots until the ball is holed out.

One score per twosome.

**SKILLS**: Longest Drive (1); KP (6); Longest Putt (9)

**Four Person Scramble - Choose 'em and Lose 'em with the Extra!**

This game is played as a 4-Person Scramble with two exceptions:

Exception 1: The golfer whose shot was selected as the best drive will NOT hit the next shot, only the remaining 3 players hit from that spot. On the second shot and so forth, the golfer whose shot is selected does NOT get to hit the next shot. Hence, the name Choose'em and Lose'em!

Exception 2: For the Extra, the golfer that sinks the putt gets TWO drives on the next hole.

For this game, all 4 players get to drive and once the ball is on the green, all 4 players get to putt.

**SKILLS**: Shortest Drive (10); KP (14); Longest Putt (18);

**Just Wingin' it**

This is a 2-person scramble with the option of using your 'wing' (your throwing arm). During the round, each player has the option of throwing the ball **twice**, where no stroke will be counted. Use your 'wing' to get your team's best ball out of a bad lie or perhaps you want to bowl your putt into the hole? Use your wings wisely as they do not count as STROKES!

Each golfer in the group tees off and the best shot is selected for each team. Each golfer hits from that spot and again the best shot is selected. This continues until the ball is holed out.

Pick up the ball after double par.

**SKILLS**: Closest to the Tree (1); Over the back of the green (4); Over the Creek (7);

**Scrambles and Putts**

This is a 4-person scramble. Each golfer in the group tees off and the best shot is selected. Each golfer hits from that spot and again the best shot is selected until the ball is on the green.

Once the team ball is on the green, all players must play from that spot using their own ball until holed out. Therefore it is stroke play on the green only.

Each player will have their own score recorded by using the team's stroke count until on the green **PLUS** the number of their own putts per hole. (NOTE: Each player's score may vary.)

At least two drives from each golfer must be used (or 3 drives each, if in a threesome).

**SKILLS**: In the Water (11); On the Green (14); One putt (18)

**3 Game Night**

Three formats will be played during the 9 holes. Hole #1, #2 and #3 will be regular stroke play. Holes #4, #5 and #6 will be 2 person Greensomes (explained below). Holes #7, #8 and #9 will be a two-person scramble.

Keep your own individual score for holes #1, #2 and #3. For all 9 holes, you and your partner will record your scores individually, but on holes 4-9, your twosome will record the same score on both names.

2-Person Greensomes: On Tee #4, #5 and #6 both players will hit a tee shot. The better shot is chosen and the other player will hit the 2nd shot. The team will continue to hit alternate shots until holed out.

2-Person Scramble: On Tee #7, #8 and #9, each golfer tees off and the best shot is selected for each twosome. Each golfer hits from that spot and again the best shot is selected. This continues until the ball is holed out.

**SKILLS**: Shortest Drive (1); In the Sandtrap (3); KP (6);

**Kiwi Dice Night**

This is a 4-Person scramble but it is a roll of the dice that will determine whose drive will be used.

Before the rounds starts, the scorecard will determine which players will be in position #1, #2, #3 and #4. This will be your player number for the whole game. After everyone drives, the team rolls the dice. The number it lands on indicates the player whose drive will be used. If the dice lands on the kiwi bird or map, you get to choose the best drive.

For added fun, there will be no flags on any of the greens, so putt to the hole of your team's choosing!

Please leave the dice at the tee box for the following teams. If you are the last team on a hole please pick up the dice and return it to the clubhouse.

**SKILLS**: On the Green (11); In the Sandtrap (13) Longest Drive (15);

**Two Person Alternate Shot**

Golfers choose teams of two on their card. On the first tee box, both players tee-off, then choose the better ball. The person who did NOT drive the chosen tee shot will hit the second shot. Then the players alternate shots until the ball is holed out.

On the next hole, ONLY the golfer who did NOT sink the putt will tee off.

Pick up the ball after double par.

**SKILLS**: One Putt (3); On the Green (6); In the water (7)

**Gruesome Twosomes**

This game is a 2-person scramble with a twist. Both players on each twosome will hit tee shots. The ball that will be selected for the next shot is decided by the OTHER team.

Once your opponents have chosen the drive that will be taken, both teams proceed using the best ball until holed out.

Pick up the ball after double par.

**SKILLS**: Shortest Drive (10); Longest Drive (15); On In 4 (18)

**4-Pet Scramble**

Each golfer in the group tees off and the best shot is selected. Each golfer hits from that spot and again the best shot is selected. This continues until the ball is holed out.

At least two drives from each golfer MUST be used. If you are in a threesome, you will use three drives from each player.

Pick up after double par.

**SKILLS**: Longest Drive (1); In the trees (4); Par or Better (9)

**Lefty Righty- 2 Person Scramble**

All players tee off on every hole. For each hole, the 2 balls furthest to the left are partners, and the 2 balls furthest to the right are partners. You may have a different partner for each hole, it all depends on where your drive lands.

Once teams are determined for the hole, the best shot is selected for each team of 2. Each golfer hits from that spot and again the best shot is selected. This continues until the ball is holed out.

Both players record the same individual score for that hole. Ensure each player has an individual score for the evening.

Pick up the ball after double par.

**SKILLS**: Longest Drive (10); KP (11) ; Wrong Fairway (17)

**2 Person Greensomes**

This format is a combination of 2-person scramble and 2-person alternate shot. On the first tee, both players hit tee shots. The person who did NOT drive the chosen tee shot will hit the second shot. The team will continue to hit alternate shots until holed out. At the next hole, both players again tee off and then play alternate shots from the chosen drive. At least four drives from each person must be used.

Pick up the ball after double par.

**SKILLS**: Shortest Drive (1); KP (6); In the Sandtrap (3)